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MEGADRIVE NINTENDO MARCH NO. 100

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COMPUTER +video GAMES

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GOLDEN AXE



EXCLUSIVE!
MEGADRIVE
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HANG-ON
IS
MEGA!!!



EXCLUSIVE!
HAND-HELD
PC ENGINE!
IT'S
MEGA!!!



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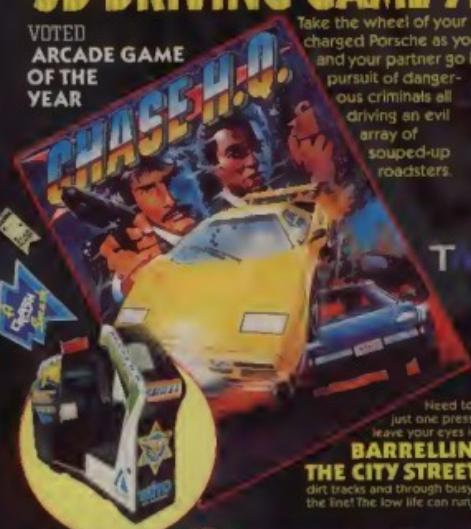
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OF THE
YEAR



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CONTENT

ARCADE ACTION

Aliens, the immensely gory coin-op of the film, the amazingly addictive Klax, Badlands and Astrox are all premiered in Arcade Action.



MEGA COMPS THE HOTLINES!

More rap-rod fun and frolics as we offer loads of mega prizes to win on our special phone lines!

THE MEGA COMP

See whether your personal number on the front of the magazine is a winner - there are tons of prizes on offer!!

76



PREVIEWS 94

There are loads of amazing new games in the pipeline, and we've got pics of them all, including Defenders of the Earth, Domark's newest coin-op conversion Klax, Gremlin's Skidz and EA's brilliant Ski or Die



19

44



EDITOR: JULIAN 'JAZZ' RICHWALL
Long suffering, overworked, underpaid. That's what he says. But we all know he spends all his time zooming away at the nearest button attempting to get yet another highscore.

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THANKS FOR NOTHING

(C) C+VG 1990 ISSN No: 0261-3697



ITS

PLAYMASTERS

There's a complete Space Ace solution, Myth maps, the UK Highscore tables and more!

23



MEAN MACHINES

Ten pages of amazing console action, including Golden Axe on the Sega, Megadrive vs Super Nintendo, PC Engine and PC Kid.

90

THE OTHER STUFF

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ART EDITOR: ANDREA 'TITI' WALLER

Another self-confessed long sufferer. She has loads of changes to design and lay out. And all these games to play.



DEPUTY PAUL THIRSKIN IN GLANCEY

Newly promoted to the position of Deputy Editor, Paul hasn't let the power go to his head, insisting that he's chauffeur-driven to work every day.



STAFF WRITER: PAUL TRENDY RAND

It's been an exciting month for Paul as he's moved from East-end Bow to ultra-fashionable Tottenham Hale.

CONSOLE CRAZY CES

C+VG visited the CES Show in America and has all sorts of amazing news and pics - including Super Monaco GP on the Megadrive!

MEAN MACHINES MEGA-CLUB

Here's your chance to join the coolest club in town - and get Volume II into the bargain! Back in action, the Corps find themselves swiftly becoming

THE CORPS!

corpses.

48

74

84

REVIEWED THIS MONTH

MARCH 1990 No.100

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Available soon
on ST and
Amiga

GRAVITY



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In 2320, interstellar travel has become as commonplace as intercity, and man's mission to colonise the universe is well underway.

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Consult your 3D Holotank™ before entering the scrolling isometric view of Einstein, Minkowski Four Space.

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COLONISE, ERADICATE,
CONSTRUCT, BUT ABOVE
ALL: SURVIVE!

1990 Mirrorsoft Limited



IMAGE
magazine

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



REVIEWS

SPECTRUM

DAN DARE III
SPACE HARRIER II
SPACE HARRIER
BUGGY BOY
JOE BLADE III
GAZZA'S SUPER SOCCER

AMSTRAD

SPACE HARRIER
BUGGY BOY
JOE BLADE III
WILD STREETS
GAZZA'S SUPER SOCCER
CHASE HQ

C64

DAN DARE III
SPACE HARRIER

BUGGY BOY
CHOMP!
CHASE HQ
BLUE ANGELS
CRACKDOWN

ST

MIDWINTER
CONQUEROR
SPACE HARRIER II
WILD STREETS

AMIGA

DRAGON'S BREATH
COLORIS
CONQUEROR
SUPER CARS
SIDE SHOW
CHASE HQ

NINTENDO

SIDEWINDER II
GAZZA'S SUPER SOCCER

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PC

SAMURAI

CONFFLICT

SEGA

GOLDEN AXE
SCRAMBLE SPIRITS

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40

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69

69

90

98

92

97

PC ENGINE

SHINOBI
PC KID

100

NINTENDO

ROBO WARRIOR

DOUBLE DRIBBLE

94

95



NEWS

CYBER-BALL SILLINESS

Arrrgh! They're at it again with their mane promo shots! Those two bastions of the computer industry, Mark Strachan and Dominic Wheatley, have put on the Krystle Carrington shoulder-pads and got the balls out in anticipation of the release of their latest arcade license, Cyberball.

Dom 'n' Mark show that even the most feeble of individuals can look like a strapping 16-stone hunk 'o' muscle - but can they wow us with the conversion of the coin-op which simulates 21st century American Football, where the stakes are high and the human players have been replaced by 20 foot tall robots? Let's hope so. In the meantime, it's back to the loony bin for these two... look, stop dribbling and put your arms into this backward coat...



Handle Controller

£39.95 (UK) £49.95 (Ireland)

SEGA

YOKE'S ON SEGA

Tired of having to play Sega's Out Run and Afterburner carts with a crabby old joystick? Then why not splash out and invest in the latest peripheral for the Master System. The Sega Handle Controller looks something akin to an aeroplane yoke, and works in much the

same way. Two buttons at the top of the handgrips supply the necessary fire/thrust/whatever controls, it's done out in a sexy black and it costs £39.95. And you'll be pleased to hear that, if you own an ST, Amiga or C64, you can use it on those as well!



THE BIRD'S BACK

Silverbird are back in business! The once second-largest budget label in the UK, which was bought then discarded by simulation software house Microprose, has been purchased by Tudor Enterprises, a Weston-Super-Mare firm previously unheard of in the computer games industry. The label is to be relaunched with a number of new titles including a beat 'em up called Street Warrior and a new version of Olli and Lissa II, as well as a few old favourites such as 5-A-Side Soccer, and three compilations.

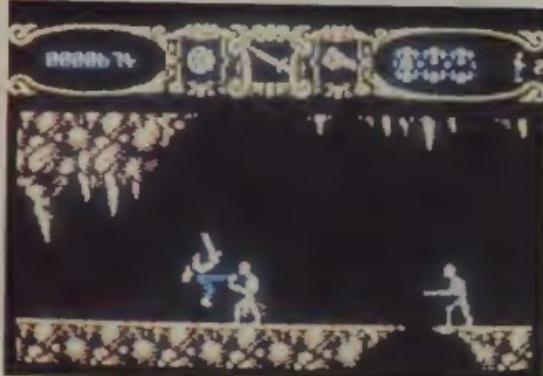
▼ The all-new Firebird's first beat 'em up.



▲ The Bitmaps strike a "Littlewoods Catalogue" pose.

BUSY BITMAPS

Pictured left to right are Pop star Marc Almond, "Sarbad" from Brookside and mass-murderer Dennis Nilsen. No, not really, they're actually the Bitmap Brothers and they're standing in an unbelievably silly pose to attract the attention of sequel-loving 16-biters. The follow-up to the smash Speedball is the product which they're trying to promote, it'll be called Speedball II (original, eh?) and, as well as having a playing area twice the size of the original to run around in, the player will have more say over the attributes of the team, with lots of weapons to use in the pursuit of victory and a nice, shiny cup. Expect ST, Amiga and PC versions out in the autumn.



MYTHAP

All you Myth fans dialing the System 3 Helpline number supplied in the pack - get out the phone down NOW! That number actually belongs to a rather

irate old gent who knows nothing at all about chopping the heads off Gorgons (well, so he says). Instead dial (01) 866 4692 and all will be well.

ACTIVISION GOODIES

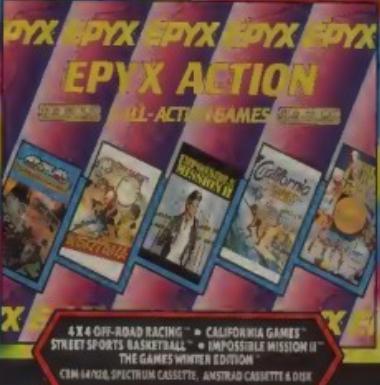
Activision have given us a few goodies to pass on to all you PC owners out there who want to take on the exploits of Bruce "Hard" Willis. There are three copies of Die Hard on video and five PC copies of the game, and one of them could be yours if you can answer this outrageously simple poser:

Bruce shot to fame playing a private detective alongside Cybil Shepherd in a hilarious BBC2 series. What was the name of the programme?

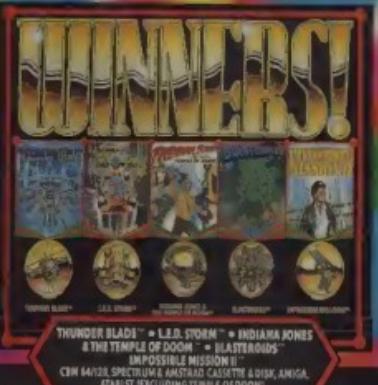
Joint the answer down onto a postcard, add your name, address and age, and send it to: BRUCE IS HARD (BUT HE IS GOING A BIT BALD, ISN'T HE?) COMP. C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries to us by March 31st, so get them to us a bit sharpish if you wanna win.



UNRIVALLED



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THE GAMES WINTER EDITION
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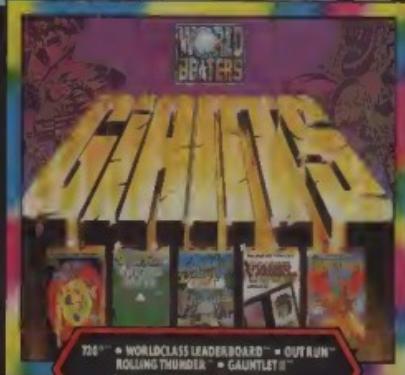


THUNDER BLADE • L.E.O. STORM • INDIANA JONES
& THE TEMPLE OF DOOM • BLASTEROIDS
IMPOSSIBLE MISSION II
C64/128 SPECTRUM, AMSTRAD CASSETTE & DISK, AMIGA,
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ROLLING THUNDER • GAUNTLET II
C64/128, SPECTRUM, AMSTRAD CASSETTE
& DISK, ATARI ST, AMIGA (TITLES VARY FROM THOSE ABOVE)

COMPILATIONS

NEWS

VIDEO DRIVIN'

You may have seen this gadget in your mum's catalogue - it's called the Video Driver, and it's an attempt by Sega to break into the fledgling interactive VCR-gaming market. Shaped like a car dashboard, with steering wheel and a little plastic car attached to the front, the player drives along a vehicle-infested road which is stored on cassette. The idea is to dodge the other cars on the road - you start with 100 points and your score decreases if you "hit" another driver or the side of the road. Although the cassette is only around 7-8 minutes long, and response time is a little sluggish, the game is fun for a while, especially so for the younger gamer, and certainly paves the way for more complex interactive games in the future. The Video Driver pack costs between £50 and £60 (depending on where you buy it) including the California Chase tape, and two other cassettes, Grand Prix Racing and Police Chase are also available at around a tenner.

QUICK-SHOT JOY

The big boys just get bigger, it seems. Spectravideo, former UK agent for the Quickshot joysticks, have taken two of their previous rivals under their wing, by agreeing to handle the sales and marketing of the Quickjoy label and buying up the rights to the entire Konix range. The Quickjoy acquisition will see the current number of products rise throughout the year to fifteen, while the Konix deal is viewed by some as a way of injecting new cash into the delayed Multisystem project.



TABLETOP DELIGHTS

Almost too late to include in this issue, what should arrive at the eleventh hour but these tabletop Out Run and Afterburner machines, made by Grandstand. They're both very big (Afterburner stands at over 10 inches high) and each impressive pack contains a sheet of stickers to attach to the case. Once you've pressed the start button though, all admiration shifts from the machine itself and diverts to the game. LCD screens portray the respective driving and flying coin-op action as accurately as possible! The games are expensive at upwards of forty quid apiece, but they're both addictive (Afterburner being far and away the best of the two) and will keep younger members of the family quiet for some time.

▼ Just like the arcade? Not quite.



STUNNING LYNX

At the end of January, Atari announced the date of the official UK launch of the hand-held Lynx console at the Earls Court Toy Fair. Expect to see the Lynx in High Street shops from May, priced at £149.99, with software coming in at £29.99 per cartridge. The package will include California Games, a cable to connect two machines together for multiple player games, and a mains adaptor.

The Lynx got a further shot in the arm with the announcement that Atari's coin-op arm, Tengen, has already begun developing Lynx versions of Hard Drivin', STUN Runner and Cyberball. And if you think that's exciting, Tengen have also said that they'll even be making improvements over the original arcade games, wherever possible. Makes yer mouth positively water, don't it!

HAND-HELD SEGA!

Early rumours, these, so don't get too excited, but we've learned that Sega is rumoured to be working developing a hand-held machine that will (apparently) be compatible with all Sega Master System games. We'll be bringing you more news as soon as we have it.



NEW! FROM ENCORE...

BEYOND THE ICE PALACE

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C64 Cass. 2.99

Ams. Cass. 2.99

Release Date 1.5.90

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IKARI WARRIORS

Spec Cass. 2.99

C64 Cass. 2.99

Ams. Cass. 2.99

C16 Cass. 2.99

Release Date 21.2.90

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SNK Corporation 1986

WONDERBOY

Spec. Cass. 2.99

Ams. Cass. 2.99

C64 Cass. 2.99

Release Date 26.3.90

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ENCORE

Elite Systems Limited, 100 Church Close, Anchor Road, Aldridge, Walsall West Midlands WS9 3FW, England. Telex 747 511 EUG. Consumer hot line: 022 742404.

NEWS

HAND-HELD PC ENGINE!

The hand-held war enters a new phase with NEC's showman announcement that a hand held PC Engine is on its way very soon indeed! The very smart looking black machine was shown recently at the CES Show in America, and is roughly the same size as a Gameboy, but features a larger, colour screen and - most important of all - is compatible with ALL PC Engine cartridges. This means that when the machine is released later on this year you'll be able to play all of the huge range of PC Engine games that have been released since the machine was launched two years ago. Our Jazzy is already foaming at the mouth at the thought of being able to play stuff like R-Type, Gunhed, PC Kid and Legendary Axe on the train home. A full review of the machine will appear as soon as we can get our hands on the machine. Gibber, gibber.

IT CAME FROM THE PREQUEL

Cinemaware's It Came From The Desert, the Hit-rated interactive Movie from issue 98, has spawned an add-on disk, Called Ant Heads - It Came From The Desert II, the game takes place in 1956 by which time the US Government have moved their atomic testing programme to Lizard Breath, Colar, ma. Obviously overjoyed with the

amount of money that follows such an important project, the inhabitants of the town close their ears to reinforce rumours of atomic mutant ants and of course, everyone knows what happens next. The extra disk will be on sale in February for £14.99 and requires the original It Came From The Desert software to run.



CAME FROM THE DESERT



ARCADE SHOW

January 9th saw the start of this year's ATEI, the annual exhibition of all things arcade. Surprisingly, not many new coin-ops were on display - check out arcade action for more details. But what really caught our eye, though, was Real Race Feeling, a motorcycling simulation from Taito which, although only 20% complete, was amazing! Highly realistic, first-person perspective 3D portrays the race as the player sits on a hydraulic bike, complete with wind blowing onto your face as you speed along the track. Here's a pic of the machine - we'll be bringing you a full appraisal of the coin-op as soon as it's finished.



MEGA MASTER SYSTEM

Here's the only solution to Megadrive owners wanting access to the Master System's massive range of software! Yes, we've finally got our hands on the Power Base Converter, and it works! Better than we thought it would because actually because, as it's wired for SCART, those previously blurred 8 bit games now reach your screen with crystal clarity! The Power Base Converter worked perfectly with every game we tried, including the fab Calliope Fox. It costs £39.95 and you can get it from PC Engine Services at South Bank House, Black Prince Road, London SE1 7SJ.



MASTER OF STRATEGY



THE STRATEGY GAME

MIDWINTER

OF THE DECADE ARRIVES

As a new Ice Age dawns in Rainbird's gigantic new classic, strategy gaming also enters a new era. For Midwinter is a genuinely original concept that launches revolutionary techniques onto the home computer screen.

The scenario is convincingly realistic as a new Ice Age grips the world. Together with a small group of pioneers you have colonized the Midwinter Isle, a 160,000 square mile land mass now under threat from invaders intent on seizing your sanctuary.

Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical



accuracy. You control 32 personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made, using the incredibly detailed on-screen map.

In your bid to defend the life-supporting heat mines, you can ski, hang-glide, travel by snow buggy or cable car, snipe and sabotage the enemy. There is no easy way to win, but the game's unique depth and absorbing complexity will keep you trying until you do.

The deep Midwinter is upon us. Be prepared for a long and exciting battle against its elements.



Something's afoot on Snowy Midwinter Island and as the leader of the Free Villages Peace Force, Captain John Stark feels he should know what it is. Ever since an unidentified ship was spotted heading into Thunder Bay on the south east corner of Midwinter, islandwide radio communications have been jammed. Could this mean that megalomaniac General Masters has finally decided to invade?

Stark discovers that Masters has established a bridgehead at Shining Hollow which his invasion force is marching across to capture Midwinter's southernmost settlements. Thirty two Peace Force members have to be assembled to halt the General's forces before they capture all the settlements or the island's power stations, but with radio communications dead, the message will have to be passed on by word of mouth. There's not a moment to lose, so Stark sets off on his skis to the nearest Peace Force officer to spread the word.

There are several modes of transport available in Mid-

MIDWIN

BY RAINBIRD



Kristiansen



Gunn



Capt. Stark



PC Garcia



PC Wright



PC Cropper

▲ Some of the Peace Force members assembled so far. Click on any face for a revealing mini-biography.



▼ Watching from his snow buggy, Capt. Stark watches a launching missile at one of



INTER C+VG HIT!



the ubiquitous Sgt Ambler (un-Masters' bombers).

DECISIONS

Sergeant Charles Ambler
Police Officer
Age 30 years
Current Location:
Otter Valley

After arriving at the Otter Valley settlement, Ambler assesses



winter. If being a snowbound isle, everyone has a pair of skis, but skiing between settlements is slow and long journeys can be exhausting. A snow buggy is faster, but they can only be found in garages, which not all settlements have. When a buggy is not available it may be easiest to take a cable car to the top of a mountain, then collect a hang-glider at the summit and fly the rest of the way. Whichever method you choose, the journey is depicted in solid 3D graphics which are fractal-generalized and light-source shaded for extra realism.

Every agent travels armed with a rifle, a pack of grenades and some dynamite. The rifle and grenades can be used to destroy enemy buggies, drone planes or bombers, and the dynamite is useful for sabotage. Buggies and hang-gliders are armed with missiles.

Once Stark has contacted another Peace Force member, he has to send him or her off to warn more members and enlist them to his Home Guard and so it goes on throughout the network. It's worth checking an agent's biography before dispatching him, though, as some of them hold grudges against others. So for example, Sergeant Ambler will find it difficult to recruit Gunn if his biography shows he once ran off with Mrs Gunn!

UPDATE

Amiga and PC versions are due to be launched at around the start of March. Expect them to be as good as, if not better than the ST version.

ST
£29.99

Midwinter is astonishing! It's just so vast, yet the gameplay is so intricate that it will take months of play to get through it. So comprehensive is the command system that the player's course of action is hardly ever restricted and consequently there are dozens of winning strategies. The urgency created by the time factor, the travel sequences with their amazing frosty 3D graphics and the 'realness' of the characters provide a feeling of being there only to my mind matched by the likes of Elite and Dungeon Master, and like those two games, this one is undoubtedly set to be a classic.

PAUL GLANCEY

GRAPHICS	94%
SOUND	77%
VALUE	96%
PLAYABILITY	96%

OVERALL 96%

MAGAZINE OF THE YEAR



OUT NOW!

C+VG HOTLINES

LINE ONE

0898 334 150

SEE SOME REAL DRAGONS! (WELL, NEARLY)

After a bit of wheelin' and dealin' (as well as a spot of duckin' and divin') we managed to wrangle this warver nice little compo out of Palace Software to celebrate the launch and Hit rating of Dragon's Breath. We'll send one lucky reader, complete with a partner on an expenses-paid trip to London Zoo, where they'll see all the wonders of the animal world, including the closest living relatives to the dragon race in the Reptile House. And just think, all you have to do is make a three-minute phone call. Sheesh...

LINE TWO

0898 555 537

WIN ONE HUNDRED AND FIFTY POUNDS WORTH OF SOFTWARE!

Why win 100 quid's worth of stuff when you can win that plus half as much again? That's the conclusion we came to, so that's what we're doing this month. Fifteen crisp tenners worth o' gear for your computer or console, and for how much? The price of one measly phone call. And nay preservatives, neither, I kid you not.

IF YOU'RE UNDER 16, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK AND STANDARD RATE) AND 25P PER MINUTE (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

LINE THREE

0898 555 538

WIN A MEGADRIVE! (WOT, ANOTHER ONE? YEAH!)

C-C-C-Consoles-a-gogo! The whole world loves 'em, and if the whole world loves 'em, it seems only fair that you get the opportunity to win 'em. Sooo, here is one brand spanking new Sega 16 bit Megadrive machine to take the chill from the winter's air and warm the cockles of your joypad. There's never been a better time to get one of these phantasmagorically cra-zee, def, mega, skill consoles, and this one'll cost you absolutely sweet FA. Apart from the call which you're just about to make, that is.

LINE FOUR

0898 555 539

WIN THE LATEST IN CD GAMING TECHNOLOGY!

You'll no doubt have read about the amazing CD ROM system, devised by Codemasters, in last month's issue, and if not - why not? Go away and read it, then come back and enter this spiffing compo which is being run in conjunction with Codemasters themselves. They're giving away six CD Game Packs, each containing 30 budget hits, and each worth £19.95. That's a lot of games for not much work; just pick up the telephone and dial the relevant number!



Who's got the biggest sack in town?
It's the YOB, of course, with his un-
feasibly large mailbags. If you're brave
enough, why not write to him? He'll
reply to your questions, answers,
jokes, complaints or whatever - and
might even send you a software prize
if he thinks your letter is particularly
good. Send in your scribblings to:
YOB'S MAILBAG, C+VG, PRIORY
COURT, 30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

GOLDEN OLDIES

Dear YOB

I am a great lover of the golden oldies in the arcades, such as Tron, Gyrrus and especially good old Track and Field and Hypersports. As I am pretty good at them both, I was wondering if you could put in some research for me and find out the quickest, furthest and highest other gamers have achieved on these dying breed of games.

Steve 'The Gem' Gemmell,
Harefield, Middlesex

YOB: Yeah, it'd be nice to see some of the real golden

oldies being converted to home machines. I'd love to see stuff like Joust II, I Robot and Gravitar being released on either the consoles, or on 16 bit. Perhaps some lovely company would re-release some of their classics on budget or compilation tapes - US Gold have certainly got some great ones in their vaults like Up 'n' Down, Zaxxon, Tapper, Mr Do, Pooyan and Dig Dug. I asked Jaz for info about records on the two games you mention and he gave me some of his old records. Track and Field: 100m 7.37 secs; long jump 9.72m; javelin 103.10m;

hammer 99.45m; 110m hurdles 10.03 secs; high jump 2.49m. He said his highest game score was over 10,000,000, done with a friend in the pier arcade in Aberystwyth, Wales. Hypersports: swimming 48.24 secs; shooting 14.200; long horse 9.50; triple jump 19.17m; archery 5.900; weightlifting 390kg; pole vault 5.93m. His highest game score there was about 450,000. I hope you can beat them.

OLD ISSUES

Dear YOB,

Can I order back issues. If I can, from where and for how much? I went bonkers when I realised that I missed the issue where the Atari Lynx was reviewed.

Markus Nilsson, Sweden

YOB: Watch out - we'll be running back issue ads soon, so you'll be able to catch up on all the issues you missed. As for the Lynx - watch out for full reviews of the games as soon as they're available.

sister won't let me on it and if I do get a go on it and get a high score she embarrasses me by getting an even higher score. Should I give up my Sega to her and play with her dolls house instead?

James McAuley, South

Ackendon, Essex

YOB: Oh dear, dear me. What a feeble-brained, floppy twerp. What sort of a feeble div lets his three year old kiddie sister beat his highscores??? No doubt your dog'll be beating you next! If I was you I would go and play with her dolls house...

WHAT A DIV

Dear YOB,

For Christmas I got a Sega Master System and I was very happy with it until my three year old sister started playing with it and now my

FREEBIES PLEASE

Dear YOB,

The New Year celebrations are over and its now down to business, so I'll not beat around the bush.

As an Amiga owner, I would naturally like to see Amiga disks on the cover of future issues of C+VG although other people may be disappointed. However, CU have already found the answer. They produce the magazine and place disks on some and cassettes on the others, upgrading the price on the disk issues. Would it be possible for you to try a similar scheme, if only for a trial run for one month? *Stuart Hardy, Wales*

YOB: We did think about it, but there's one vital flaw to the idea - what about the thousands of console readers out there. They're not interested in either tapes or disks! That's why we give away stuff like megamags, special posters, books and holograms!

WHAT, WHERE, WHEN AND WHY

Dear YOB,
I am writing to you to congratulate you on your utterly fab mag. I am also writing to ask as I have just bought a PAL megadrive will there be any loss in graphic sharpness of colour. I think Jaz is one of the hippest punk on the street he should be knighted for his work in computers. Also when are you gonna release the next issue of your C+VG Console Book. I also want to know more information about how to become a reviewer for your mag. Now has anyone noticed that on Chan and Chan when you step on a spring you can be sent back a stage when will the megadrive be released and when is the mega mag and tips for Ghouls and Ghosts going to be printed. *C Watson, Field Road, West Huddersfield, North Yorkshire*

YOB: You don't get much loss of sharpness with a PAL Megadrive - it all really depends on how good your TV set is. If it's rubbish, you won't get a particularly good picture no matter what. Sir Jaz sounds a bit crap to me, and anyway, he says he doesn't want the

Queen slapping her sword around his head and shoulders for anything. How do you become a reviewer? It's a full-time job and you need to be a talented writer for starters. If you're really that interested, send a sample review to the Ed and if he's impressed, I'm sure he'll be in touch. As for the other stuff - keep an eye out for the Mean Machines Complete Guide to Consoles Volume II coming to a newsagent near you at Easter.

NOEL HOPERS

Dear YOB,

I just want to say how thick those kids on that Noel Edmunds Saturday show on TV are e.g "I want a computer", "I want a BMX", "I want a chemistry set". Why has not one of them asked for a Sega Megadrive with a stereo monitor and con, say £500 worth of games? What present would you ask for, YOB? *Manic Mike the Meaty Megadrive Mogul from Mars*

YOB: It just goes to show that the people who appear on that cruddy Noel Edmunds programme are completely and utterly thick. Presents? I'd want a helicopter gunship, a chainsaw instead of a hand, an army of trained ninja assassins, my own tube train so I could deface it to my heart's content, seven Rottweilers and Debbie Greenwood.

SMARTY BOOTS

Dear YOB,

I am writing to you on matters concerning your megiquiz. I spotted two mistakes in your questions;

1. Question 46. Referring to how many Star Wars games are available, there are seven, yes seven. You were right to point out that Jedi Arena existed on the VCS but as an ex-owner of one of these cult machines also

available were Death Star Battle and Ewok Battle plus a very different version of Empire Strikes Back, more reminiscent of Attack of the Mutant Gamers. All from Parker games.

2. Question 51. There were in fact five Indiana Jones based games. Four were the ones in your mag, but also a version of Raiders of the Lost Ark was available, yes again, for the VCS. It was one of the most playable arcade/adventures I have ever played. *Graham McLaughlin, Leicester*

nicely spotted - smart-ass!

A SKINT JOCK WRITES

Dear YOB, Mega Cool Dude, Please please could you send me Wonderboy III as it takes me a year to save up for a Sega game. I always read your well crucial publication (when I can afford it). Keep up the good work. *R Martin, Kilmalcolm, Scotland*

Whiny begging letters from sporrang-swinging, girlie-kiltie persons - or any persons for that matter - don't cut any ice with me. If you can't afford computer games, why don't you go back to roamin'-in-the-gloamin'?

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I WANNA NEIGHBOURS GAME!

Dear YOB,

I think somebody should write a Neighbours game - I've got a great idea for the game plot. On level one you are Scott on a skateboard and you have to go all the way through Ramsey Street throwing false teeth at Mrs Mangle, Harold and Lucy. On level two you have to jump dogs, cats and other animals. I think you should add more to it but with funny graphics it should be a great game and very popular.

James McAuley, South Ackenden, Essex

YOB: Has anyone else got a great games design. I'll give a special £50 software prize for the best games design for an unusual subject. And I'll also give another £50 software prize for the crappiest - let your imagination run riot.

PLAYMASTERS

No-one can accuse us of being slowcoaches, what with hints for Future Wars and the complete solution to the graphic spectacular, Space Ace. As Bruce Forsyth would say, "What a lot we've got. Woohooohoo!" Ahem, yes, if you've discovered some vital morsel of gaming info, it's a cheat mode, a saucy POKE or a map, why waste time? Bring it in an envelope and get the postie to deliver it to me at... PLAYMASTERS.



C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If you're tips are tops, you could win £100 of software for your computer. Go-tee!

ST SWITCH- BLADE

That so-called Devonshire blokey, Adam "Pattie" Coombs, reckons that typing POKY on the high score table then pressing 1, 2, 3, 4 or 5 on the title screen of Gremlin's Rick Dangerous-esque platform game lets you jump between levels. And who are we to argue. Nobody, that's who.

AMIGA FUTURE WARS

If you've got this Cinema ware derivative and aren't in the mood for playing it, D Ferranti and R Perry are here to start you off, with the solution to the first timezone.

Examine scaffolding, operate red button, take bucket, operate open window, examine waste basket, get plastic bag, go to window, open medicine cabinet, take insecticide, open third door, examine door, get flag, use bucket on sink, go to north

door in office lobby, use bucket on door, walk to east door, examine carpet, take key, operate east door, go east, close door, examine cupboards below library, use key on second cupboard from left, examine typewriter note number (40315), open a drawer in desk, take paper, close drawer, examine military map, put flag in hole in map, enter passage, examine keypad, operate numbers from number on typewriter, examine machine, operate green button, place paper on opening, operate red button, take documents, stand in circle of light to right of machine.

NINJA WARRIORS

The following cheats are to tell the best, and I've been honest about what the hell they're a whole bunch o' tarts and japes. Just press CAPS LOCK, followed by the sentence shown in capitals, then turn off CAPS LOCK to bring the indicated cheats into action... oh, and don't forget the spaces. Ta v much to the folks at The Sales Office for these.

THE TERMINATOR

Bring body part's existence when you find:

MONTY PYTHON -
Enemies crawl backwards.
SKIPPY - Enemies
bounce.

A SMALL STEP FOR
MAN - Baddies will jump off
the screen.

STEVE AUSTIN - Pressing S during play toggles
slow motion.

AMSTRAD UNTOUCH- ABLES

Here's a handy tip for owners of this wow-brill Ocean multi-parter. When the message 'Searching 1' appears on-screen, play the tape until 'Found 1 Loading 1' is displayed. Stop the tape and fast-forward to the second part of the desired level. Here are the counter numbers (for side two).

Level 1: 008 Level 2: 044
Level 3: 083 Levels 4-5: 125
Level 6: 170

▼ Have a million laughs with bouncing ninjas in Ninja Warriors.



GHOSTS 'N' GOBLINS

Infinite lives for Encore's rereleased arcade conversion, brought to you by Aussie Andrew Mobbs of Queensland, Australia. Type 'em in, LOAD the game and play till your cardiovascular organ's content.

10 MEMORY & 12FF 20
LOAD
"GHOST&G2.BIN", &1800 30
POKE \$598B, 0 40 CALL
&5000

TURBO BOAT SIMU- LATOR

No name to accompany the following hint, so I'm afraid it's no name for you. Mr Turbo Boat Tipster. Just load the game then, after starting play, press Pause and CLR to advance to the next level. Merci beaucoup, whoever you are from Oxford (if you pardon the French).

SPACE ACE SOLUTION

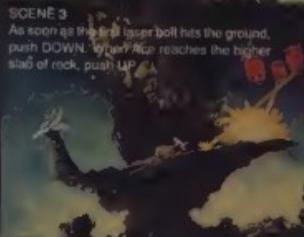
Fans of this interactive cartoon game, take heed of this complete screen-by-screen guide, brought to you by Easington's own Paul Rand.



SCENE 1
Push RIGHT before the first blast, LEFT before the second, and DOWN before the third.

SCENE 2
Push RIGHT to stop Ace running too far ahead at the beginning, then LEFT when the cruiser's gun fires. When Ace reaches the "Loch," push LEFT, then LEFT again when the alien attacks.

SCENE 3
As soon as the big laser bolt hits the ground, push DOWN. When Ace reaches the higher slab of rock, push UP.



SCENE 4
Push UP as soon as the ship begins to attack the fortress.



SCENE 5
Press FIRE to tilt the monster.



SCENE 6

RIGHT, LEFT, UP, DOWN



SCENE 12

RIGHT, LEFT, UP, DOWN



SCENE 14

UP, DOWN, LEFT, RIGHT

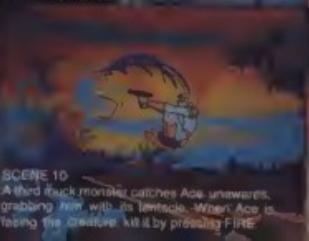


SCENE 15

RIGHT, LEFT



SCENE 9
To avoid being swallowed, push DOWN when the creature opens its mouth, then LEFT.



SCENE 10

A third mud monster catches Ace unaware, grabbing him with its tentacle. When Ace is feeling the creature, kill it by pressing FIRE.



**SCENE 19**

Ace runs down the passageway right into the path of a fully-armed robot! Push LEFT just before the weapon unless you want to be hit.

**SCENE 20**

Immediately upon entering this scene, push FIRE to block Borf's attack, then DOWN to duck underneath the shelf.

**SCENE 21**

Push RIGHT before the platform hero(s) are consumed by lava.

**SCENE 24**

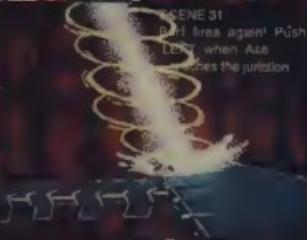
Push FIRE to block the attack, then DOWN rapidly after being pushed RIGHT to roll away from the energy...

**SCENE 30**

Push RIGHT immediately before the ray hits the floor.

**SCENE 45**

Back off his tail, or else when he is irritated Borf will attack. Push UP before the first swing, followed by UP/WK before the second...

**SCENE 31**

Push UP to break through the floor area against Push LEFT when Ace attacks. Push UP again when he reaches the junction.

**SCENE 26**

When Borf is about to swing, push RIGHT to knock behind him, then move DOWN to jump onto his back.

**SCENE 32**

Push RIGHT before the ray reaches the ground.

**SCENE 27**

When the blue Cerberus appears, push UP to jump off their master's back. Knocked by LEFT to grasp the nearby rock.

**SCENE 33**

Jump over the lava, then move UP to jump onto the rock.

**SCENE 28**

When Ace is over the platform, pull DOWN to jump from the rock.

**SCENE 20**

Picking up the staff left lying conveniently on the ground, block Borf's own power staff by pressing FIRE when he raises it.

**SCENE 22**

As before, push FIRE when Borf raises his staff to avoid being knocked unconscious.



BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city - BATMAN.

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10



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HIGH SCORES

Welcome once again to the Official UK Highscore Table, where Britain's top players get the chance to show off their record scores. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note exactly what score you've achieved. Any discrepancies will result in your score being excluded from the tables. Send your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

- ACTION FIGHTER**
8,763,400 Jay Brown, Banbury, Oxfordshire, UK
- AFTERRUNNER**
17,404,100 Kenneth Rose, Craighill, Livingston
- ALEX KIDD (LOST STARS)**
1,291,500 Dennis Watts, London
- ALIEN FIGHTER**
570,900 Hywel Davies, Maehen, Gwent
- ASTRO WARRIOR**
1,270,200 Daniel Greenham, Tamworth, Staffordshire
- ATZEC ADVENTURE**
256,400 Peter Ramdine, Stafford
- BANK PANIC**
938,600 Tony Holdford, Colchester
- BLACK BELT**
4,400 Harry Webb, Glasgow
- BLADE EAGLE 3D**
89,000 Richard Bell, Beddington, Surrey
- BOMBER RAID**
1,115,700 M G Baker, E Grange, County Sligo, Ireland
- CALIFORNIA GAMES**
HALFLIFE 87,520 Hywel Davies, Maehen, Gwent
- FOOTBAG** 134,300 J Cunningham, Sevenoaks, Kent
- FRONTIER 3**
57,300 S Mark Williams, Took, Leeds
- SKATING** 8,10 Angi Morley, Sydenham, London SE26
- BMX** 145,550 J Cunningham, Sevenoaks, Kent
- FLYING DISK 1700**, Anthony Llewellyn-Jones, W Midlands
- CHOP-LIFTER**
1,400,000 Kenneth Rose, Craighill, Livingston
- DOUBLE DRAGON**
819,400 Andrew Jackson, Jarow, Tyne & Wear
- FANTASY ZONE**
109,840 M G Baker, Grinstead, Sussex
- FANTASY ZONE II**
8,941,960 Jon Evans, Wales
- GHOST TOWN**
805,760 Hywel Davies, Maehen, Gwent
- GLOBAL DEFENCE**
541,150 Anthony Houl, Walsall
- HOST HOUSE**
1,140,000 Steve Denham, London
- GREAT BASEBALL**
22,01 Robert Garmon, Bedford
- GREAT GOLF**
71 Scott Reynolds, Hemel Hempstead, Herts
- HANG-ON**
8,553,264 Euan Matheson, Rossire
- KENSEIDEN**
558,400 Paul Houghton, Dorsel
- MARBLE**
1,478,520 Hywel Davies, Maehen, Gwent
- OUT RUN**
54,615,580 Ian Gentry, Hellingdon, Middlesex

POWER STRIKE

- 85,242,300 Paul Stokes, Aberdeenshire
- PRO WRESTLING**
553,800 Lee McNaughton, Cheshunt, Herts
- QUARTET**
5,318,910 Gareth Wills, Bristol
- RAMBO II**
86,050 Neil Kelly, Isleworth, Middlesex
- RAMPAGE**
85,100 David Barden, Norwich
- RESCUE MISSION**
571,400 Paul Stokes, Aberdeenshire
- R-TYPE**
1,299,300 Hywel Davies, Maehen, Gwent
- SAFARI HUNT**
1,617,900 Gareth Clark, Banbury, Oxford
- SECRET COMMANDO**
1,115,000 Julian Ueyd, Leamington Spa, Warwickshire
- SHINOBI**
1,321,000 John Moulding, Sunderland
- SPACE HARRIER** 3D
5,144,160 Matthew White, Oldbury, W Midlands
- SPACE HARRIER** 3D
17,214,700 Matthew Horne, London
- THUNDERBLADE**
2,800,000 Steven Ruberry, Dudley, W Midlands
- VIGILANTE**
183,700 Gareth Clarke, Banbury, Oxford
- WONDERBOY (MONSTERLAND)**
10,144,950 William Wong, Nr Stockport, Cheshire
- WONDERBOY III**
10,100,100 Wai-Yin Man, Brighton, E Sussex
- WORLD SOCCER**
27,200 Matthew James, Nr Weston-super-Mare
- ZILLION II**
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

- ALTERED BEAST**
2,710,300 Joel Cullen, Hants
- FORGOTTEN WORLDS**
758,900 Julian Rennell, C+VG
- GHOUls AND GHOsts**
218,400 James Adams, Cornwall
- RAMBO III**
341,880 Jonathan Swindler, Hull, Humberside
- SPACE HARRIER II**
16,700,000 Christopher Giles, Ashford, Kent
- SUPER HANG-ON**
1,299,300 Tony Williams, London
- MINI WARRIORS**
102,100 Tony Lorenzo, London
- DODGYNE**
266,710 Danny Bannister, Streatham, London
- Senior** 30,810,000 Glen Williams,

London
Expert 30,050,960 Glen Williams, London
SUPER SHINOBI
136,000 Darren Prentis, London
EC2A
THUNDERFORCE II
1,429,060 Joel Cullen, Hants

NINTENDO

- 15,150 Tom Wennberg, Halmstad, Sweden
- CASTLEVANIA**
959,999 Lee Watkins, Bristol
- DUCK HUNT**
1,244,000 Danny Stevens, Stratford
- GOONIES**
65 Tom Wennberg, Halmstad, Sweden
- ICE CLIMBER**
107,000 Tom Wennberg, Halmstad, Sweden
- KIRBY'S PU**
1,221,800 Helsingborg, Sweden
- GOONIES**
105,700 Ian Bowden, Bedraren, Gloucestershire
- GRADIUS**
12,670,000 Juan Regnall, C+VG

- OPERATION WOLF**
882,999 Roy Gay, Brixton, London
- PRO-MAN RACING**
305,000 C Madocks, Plymouth
- RUSH 'N' ATTACK**
1,203,700 Paul Stokes, Aberdeenshire
- Wales**

- SUPER MARIN BROS**
959,999 David Hillhouse, Workington, Cumbria
- SUPER MARIO BROS II**
Stage 7-2 Danny Stevens, Stratford

- TOP GUN**
175,000 M C Warlock, Plymouth

- ALIEN CRUSH**
110,301,300 Steve Creasey, Dorking, Surrey

- ALTERED BEAST**
2,620,100 Lee Maitland, Banbury, Oxfordshire

- DRUNKEN MASTER**
1,099,950 Bryan Servante, Stevenage

- DRAGON SPIRIT**
1,162,372 Andrew Dowling, London

- FANTASY ZONE**
2,641,500 Ian Harper, Co Londonderry, N Ireland

- GALAGA 88**
1,438,480 Bryan Servante, Stevenage

- LEGENDARY AXE**
3,575,260 Dave Rose, Boreham Wood

- MINI WARRIORS**
102,100 Tony Lorenzo, London

- DODGYNE**
266,710 Danny Bannister, Streatham, London

- Senior** 30,810,000 Glen Williams,

GAMEBOY

- SUPER MARIOLAND**
682,440 Gaspar Gomis, Athlone, Ireland

- TETRIS**
311,627 Gareth Harper, Co Londonderry, N Ireland

PC ENGINE

- ALIEN CRUSH**
110,301,300 Steve Creasey, Dorking, Surrey

- ALTERED BEAST**
2,620,100 Lee Maitland, Banbury, Oxfordshire

- DEEP BLUE**
201,930 Steve Creasey, Dorking, Surrey

- DRUNKEN MASTER**
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102,100 Tony Lorenzo, London

- DODGYNE**
266,710 Danny Bannister, Streatham, London

- Senior** 30,810,000 Glen Williams,

- P-47**
1,118,300 Steve Creasey, Dorking, Surrey

- R-TYPE**
973,300 Onn Lee, Nottingham

- PACLAND**
1,113,100 Graham Prior, Brinsfield, Devon

- ROCK ON**
39,291,400 Rex, Helsingborg, Sweden

- SIDEKICKS**
1,114,200 William Azzoug Spalding, Luton, Bedfordshire

- SON SON II**
805,870 Paul Copsey, Nr Southend, Essex

- SPACE HARRIER**
21,980,360 Bryn Dilify, Gwynedd, Wales

- SUPER WONDERBOY**
569,180 William Wong, Stockport

- TWIN HELI**
4,272,000 Rolf Simonetta, Oefwijk, Holland

- VICTORY RUN**
19,229,320 Nathan Barnes, Southall, Middlesex

- VIOLANTE**
99,990 Anthony Bennett, Worksop, Derbyshire

- WORMS**
1,114,400 David Letch, Milnathort, Fife

- ARMALYTE**
30,475,400 Danny Gleghorn, Workington, Cumbria

- BTMANN - THE MOVIE**
816,420 Gaspar Armand, Belgium

- BOMBZUL**
320,060 Jack Howarth, Falsworth, Manchester

- APB**
49,655 C Maddocks, Killamarsh, Sheffield

- ARMANDO**
51,390 Graham Gurgan, Co Down, N Ireland

- ARMALYTE**
30,475,400 Danny Gleghorn, Workington, Cumbria

- BUTTMAN - THE MOVIE**
816,420 Gaspar Armand, Belgium

- BOMBZUL**
320,060 Jack Howarth, Falsworth, Manchester

- BLASTERIDS**
3,562,100 Graham Gurgan, Co Down, N Ireland

- BUBBLE BOBBLE**
5,715,700 Steven Ball, Romford, Essex

- CHILLI CHILLI**
175,200 Luke Hetherington, Yeovil, Somerset

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10,670 Tony Repo, Helsinki, Finland

- DEEP BLUE**
201,930 Steve Creasey, Dorking, Surrey

- DRAGON NINJA**
99,250 Giles Durys, Belgium

- GREAT GIANNA SISTERS**
128,628 Gaspar Armand, Belgium

- INFERNO**
588,000 Sir Markey, Liverpool

- MICKEY MOUSE**
567,650 Daniel King, Manchester

- NEW ZEALAND STORY**
3,170,100 Alan Wellington, Yeovil, Somerset

- OPERATION WOLF**
1,000,300 B Hardcastle, Cranleigh, Surrey

- PACMANIA**
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- POWERDRIFT**
Courage B 880,290 Steven Ball, Romford, Essex

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79,695 Jukka Pira, Finland

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473,000 Gary Lew, London
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455,720 Colin Tracey, Colchester
BUGGY BOY
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11,0120 Philip Hogg, Liverpool, Merseyside

DYNAMITE DUX

552,500 Alex Ware, Sheffield

EMPIRE STRIKES BACK

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FLYING SHARK

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243,671 Andrew Newton, Wigton

KARI WARRIORS

77,551 Craig Sutherland, Scunthorpe, Lincolnshire

LADY A JONES ARCADE

14,103 Tim Beer, Streatham, London, S.W.16

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805,910 Richard Davis, London

LICENCE TO KILL

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800,125 Stephen Simpson, Otley, W Yorks

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▼ 174,200 is the score to beat on Speccy Op Thunderbolt.



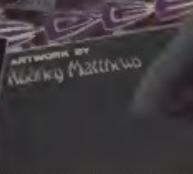


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REVIEW

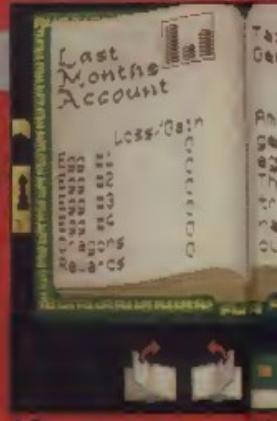
► AMIGA

DRAGONS



▲ Cooking a Dragon's egg takes longer than three minutes—more like three months.

Prey takes place in turns during which any player may perform six basic actions. Assessing the map allows you to plot attacks on enemy settlements; the dragon status screen tells you how good a dragon is at performing tasks (a dragon with poor eyesight, for example, won't find falconer pieces so easily). Nurturing a dragon in the egg involves gauging the heat of incubation and casting the right spells; checking books reveals information about other player movements, accounts and your magic stock; dealing with traders allows you to stock up on elements you lack.



▲ Times are hard - a dragon
and 20 eggs to support!



BY PALACE

REVIEW

The castle of one of your competitors. Wonder how she's doing?

Loss/Gain
Axes General

Rastrin has 100
gold and 20
axes.
There is a
trader by the
outback.



Speculating, however, the most fundamental action once you've learned your trade, you can create magic to increase the population of one of your towns, give a dragon greater strength, or give yourself greater wealth. Increased population means greater defences; a strong dragon will live longer and continue more; greater wealth means you can buy more elements for magic potions.

A game continues until all players run out of money and

dragons are found. There can only be one winner.

C+VG HIT!



UPDATE

A message to all lovers of dragons and winged serpents: an ST version will be released at the same time as the Amiga, but the PC dragon is still in its egg, and shouldn't hatch till later this year.

BREATH

AMIGA
£29.99

Every aspect of Dragon's Breath has been superbly designed, from general points like the difficulty level (the computer opponents make formidable challengers) down to little things such as the different faces of traders who come to sell items. However, the most rewarding aspect is undoubtedly the spell-casting. This system draws you right to the heart of alchemy and spell creation - it's so good that if you're not happy with one spell you can create another yourself (as long as you're aware of the side effects). Once you've mastered the art (and you have to, to win), you can explore all the other subtleties, such as raising and training dragons, occupying villages, searching for talisman fragments: there are so many actions you can perform that no game is ever completely the same. On top of this the graphics are excellent and the stereo sound effects and music superb! Dragon's Breath has to be one of the most original games for some time, and if you like your action heavily dosed with strategy, go for it. The only criticism I have is there are too few arcade-style sequences: a couple more would have made it a classic.

GORDON HOUGHTON

GRAPHICS	88%
SOUND	93%
VALUE	80%
PLAYABILITY	90%
OVERALL	89%

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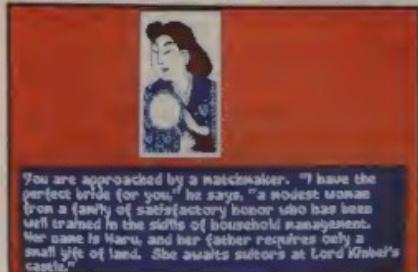
OCEAN



SAMURAI

You'll be needing a wife to help propagate your clan.

BY MICROPROSE



▼ One of the arcade sequences - "Disembowelling The Rival"



Microprose's latest simulation strategy game is set in early feudal Japan, rich pickings for programmers recently. As you'd expect from Microprose, it's reinforced with a glossy 100-page manual details most aspects of Samurai life and tells you how to play the game.

If you don't wish to practice some of the arcade elements first, you take the role of a warrior, align yourself to a clan and enter the game proper at one of four skill levels. Play mostly takes the form of a series of written choices, broken up by action sequences: for example, if you choose the travel option at the start, you enter a map screen, choose a location, ac-

UPDATE

Other 16 bit versions are due, but no concrete details are available as yet.

cess it and face another set of choices.

It's vital that you make correct decisions, as entering combat too soon can end the game quickly. Your ultimate objective is to gain enough land, honour, army strength and other qualities to become the clan daimyo (leader).

PC
£29.99

*Sword of the Samurai is like an expanded Lords of the Rising Sun more complex, more reliant on strategic skills and, in the end, more rewarding. It contains so many aspects - exploration, conquest, training, the acquisition of honour, marriage, appeasement, that it's bewildering to begin with, and very easy to snuff it. It doesn't help that, without a hard disk, there's so much disk swapping and access time but, as the game reminds you, the tranquil mind eschews impatience. Graphically it's poor: the CGA mode is probably better than EGA and VGA because it's more successful at what it does: all modes are blocky and poorly animated, however. Sonically, the game supports an AdLib sound board or a Roland MT-32 Midi board - neither of which my PC has, so I can't comment. *Samurai* is well worth persevering with: it's just a shame that the graphics and presentation couldn't have matched the depth and subtlety of the gameplay.*

GORDON HOUGHTON

GRAPHICS 49%

SOUND n/a

VALUE 84%

PLAYABILITY 80%

OVERALL 81%

REVIEW ▶ AMIGA



▲ That yellow and white block won't do you any good there.



▲ As time goes on, spacers shove the blocks ever upward.

COLORIS

BY AVESOFT

Tetris is widely regarded as THE addictive computer game. It's available on almost every popular format imaginable, and it keeps thousands of people engrossed for hours on end. Not bad for something that originally came from Russia!

▼ Look out for Coloris. It'll be looking out for you...

So it was only a matter of time before someone came up with a game along similar lines. Finnish software house Avesoft have produced Coloris, which differs from Tetris in one important aspect. For, instead of linking shapes together to form unbroken lines, the idea is to match col-

ours to keep those blocks at bay and rack up the points. If the blocks reach the top of the playing area, then you lose and the game ends. And, if you feel as though you're really soopa at linking those hues, you can try your hand at the time trial game which gives you a limited amount of time in which to score as much as possible.



UPDATE

Those funky Avesoft programmers are beavering away like, well, beavers to put Coloris onto PC and C64 within the next few weeks, with other versions appearing in the fullness of time, so we're told.

AMIGA
£24.99

Where Tetris is immediately playable, Coloris isn't blindingly obvious and you need to read the manual before even attempting to get anywhere. The colour-matching gives the game some originality (even though it is, in all other respects, a Tetris "clone") and, like that multi-format classic, is very addictive. Not quite as enjoyable as Tetris, but the ideal game for the 0.02% of the population who want a puzzle game which is a bit more complex.

PAUL RAND

GRAPHICS	72%
SOUND	76%
VALUE	85%
PLAYABILITY	85%
OVERALL	83%



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第10章 从数据到决策

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▲ After taking out your comrade, the German tank lines up his gun on you!

CONQUEROR

BY RAINBOW ARTS

Conqueror is a conversion of David Braben's 3D tank combat game which caused quite a stir among

Archimedes owners a year or two back. It's made up of three separate games, each with ten levels of difficulty.

▼ Directing traffic. Capture the ringed area and defend it to win.



Placement Mode

Level 8

Chaffee

Tank OK

Charge



one heavy tank (all of which are modeled on real WW2 tanks) with which you have to destroy an ever-increasing enemy force. While you take control of one of the four, you can send the others trundling off to their own destinations, doing battle with any tanks they run into.

The third game concentrates much more on strategy. At the start of each round you buy tanks to make up your force, then set out to take possession of an area of land and defend it for a minute. To help out, you can forfeit points to call up a spotter plane (to pinpoint the positions of enemy tanks) or a remote artillery barrage (to blow 'em up).

AMIGA
£24.99

Conqueror certainly looks great, and has obviously had a lot of thought put into its design and implementation, but it does have a couple of flaws. The main niggle is that the tank graphic is so dinky that it's often unclear exactly where your gun is pointing. Consequently, the fast-moving arcade game (in which rapid and accurate aiming is essential) is so difficult that it's hardly worth playing. In the strategy games the enemy forces are more spread out, so the action is more subdued and much easier to get to grips with. Anyone whose tastes are slightly more thinking than blasting will enjoy Conqueror. Others should attempt a recce mission before committing the defense budget.

PAUL GLANCEY

GRAPHICS	83%
SOUND	35%
VALUE	80%
PLAYABILITY	81%

OVERALL 80%

UPDATE

A PC version is out with the Amiga and ST versions and costs £24.99.

ST

£19.99

The Amiga version was ported across from the ST version, so there aren't any differences apart from a marginally faster frame update.

OVERALL 80%

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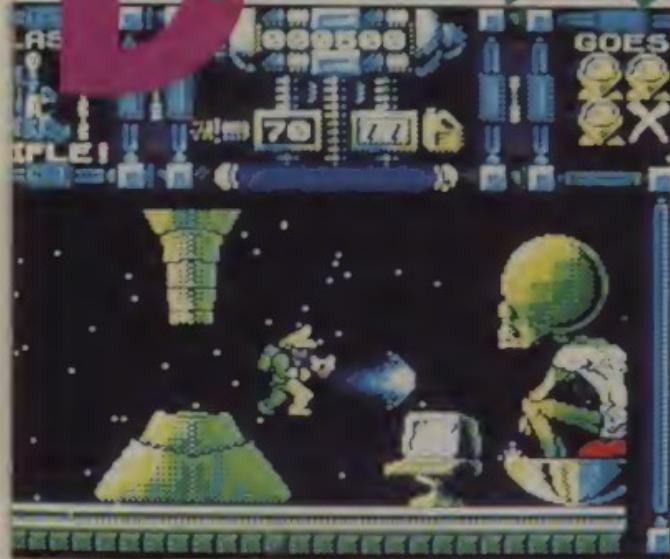
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► SPECTRUM, C64

REVIEW

DAN DARE III



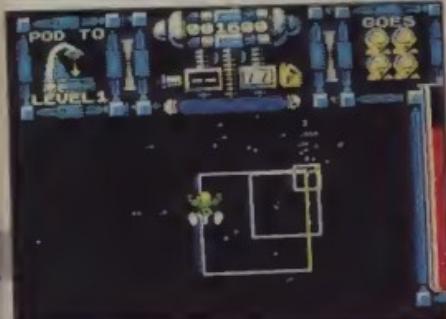
Having defeated the evil Mekon in his previous two exploits, Dan faces the Big Greenie once again - only this time, the Mekon has got wise.

Dan's basic aim is to collect enough fuel to escape the Treene domain, but the only way he can travel between levels is via a teleport. And who's got the teleport

key? The Mekon. Or rather, giant holographic images of the Mekon, which act as end-of-level guardians to delay daring Daniel: the bogey-coloured alien chief is too cowardly to fight Dan in straight combat.

Our hero flies around in a jet-pack, armed with a trusty three-level plasma gun to kick ass: contact with

▼ Don't stray from the squares in the teleport sequence!



BY VIRGIN/MAS-
TERTRONIC

buddies drains his energy. If he accesses a terminal, however, he can buy more goodies, from extra lives to a smart bomb. Once he's plundered a level of its objects, daring Daniel travels to the next via a Master of the Lamps-style fly-through-the-squares teleport system.

SPECTRUM £9.99

The only thing wrong with Dan Dare III is its simplicity. The graphics are among the best I've seen on the Spectrum - very colourful, with some superb explosions and neat animation - and the sound is OK, basic effects mixed with occasional jingles. Some of the aliens (apart from the inflated Mekon) don't look very Dan Dare-ish, varying from bug-eyed fish to misshapen armoured blobs - but that doesn't detract from the game's appeal. The gameplay itself, though, is pretty basic, like its immediate predecessor: shoot baddies, collect fuel and weapons, and defeat the Mekon to finish the level. Dan Dare III is full of nice touches, and is worth a look just for the graphics - it offers plenty of short-term fun but doesn't have the depth to keep you playing for weeks.

GORDON HOUGHTON

C64 £9.99

The graphics and sound are great, and the gameplay is very addictive in the short term. The only trouble is, like the Spectrum version, it lacks long-lasting appeal.

OVERALL 79%

GRAPHICS	94%
SOUND	79%
VALUE	80%
PLAYABILITY	86%
OVERALL 83%	

THE

There are two celebrations this month - the 100th issue of C+VG, and US Gold's 5th birthday! And in way of celebration, we've both got together to bring you this massive megacomp!

On the front of the issue, you must have noticed by now, is your own personal Megacomp Number. This month - and next month - we're printing winning numbers inside the issue. If your Megacomp Number matches one of those inside the mag, you're a winner!

The catch is that the numbers are in code! To get the real winning number you've got to crack the code by using the special code cracking formula. It's pretty easy, so just read on and follow the instructions.

HOW TO CRACK THE CODE

First of all grab a pencil and some paper - and a calculator if you don't think your brain can cope with some simple addition sums. Now, write the following numbers across the top of the paper drawing a line down the page between each one:

1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384
32768 65536 131072

Now you've got your Code Cracker! To convert the code number to a proper number, enter the code number underneath it, putting one number in each column like the example below. Then all you've got to do is add together the numbers that have a 1 underneath them and the proper number is revealed! Now you can see whether it matches your personal Megacomp Number.

Still confused? Well, let's take an example. We're using the first T-shirt number.

You put the code in like this...

1	2	4	8	16	32	64	128	256	512	1024	2048	4096	8192	16384	32768	65536	131072	
0	1	0	0	1	0	0	0	0	1	0	0	1	0	0	1	0	0	1

Now add up those numbers with 1 under them, so that's $2 + 16 + 128 + 2048 + 16384 + 131072$

And that equals... er... 149650

So if you have that number on the front of the magazine, you can claim for your prize by following the steps below. But before we get to that, here are more winning numbers!!

WINNING NUMBERS!

WINS A PC ENGINE
000100000001011110

WINS A PC ENGINE
100110101101101101

WINS A PC ENGINE
100001000100000001

WINS A PC ENGINE
010101101000010001

WINS A PC ENGINE
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COMPU
+ video
GAM



COMP

ALL THESE WIN US GOLD MUGS

100100100010001001	000001100010001001
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001100100010001001	00000010010001001
000100100010001001	000000010010001001
000010100010001001	000000001010001001

ALL WIN US GOLD T SHIRTS

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111111010001000001	110000000011111101
011111010001000001	111000000011111101
001111010001000001	111100000111111101
000111010001000001	111110000111111101
000011010001000001	100000111001111101
001010010001001001	111000000110000001
000110010001001001	000111110011111101
000010010001001001	000011110011111101
000000010001001001	000001110011111101
01111111100011110	000000111001111101
00111111100011110	110000011001111101
011000011000110001	110000010001111101
001000011000110001	111000010001111101
000011000011000001	110011110011111101
000000001100000001	110000111001111101
000000001100000001	100111110011111101
000000001100000001	100000000111111101
000000000111111001	100000000011111101
000000000111111001	100000000011111101
0000000000111111001	100000000011111101
0000000000111111001	100000000011111101
0000000000111111001	100000000011111101
0000000000111111001	100000000011111101
0000000000111111001	100000000011111101
0000000000111111001	001111010100111101

We'll be printing the rest of the winning numbers next month - so make sure you don't miss the next issue. If you didn't win this month, you never know, the number on the cover of this issue could win you one of 5 PC ENGINES, or even that amazing TURBO OUTRUN COIN-OP!!!

HOW TO CLAIM YOUR PRIZE

If you've got a winning number and want to claim your prize, send the **ENTIRE MAGAZINE COVER** along with your name and address to **C+VG MEGACOMP CLAIMS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU**. Please state which prize you're claiming for - if it's a valuable one, we suggest that you send the cover by recorded delivery.

Any incomplete, torn, disfigured or otherwise mutilated numbers will be disqualified from the competition. C+VG accept no responsibility for entries lost or mutilated in the post. The Editor's decision is final, and no correspondence shall be entered into.

LEGA

PUTER video AMES

**ALL THESE WIN
SPECIAL US GOLD
POSTERS**

100010001000101110
100001001000101110
100000011000101110
100000001000101110
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REVIEW

SPECTRUM ST

Not to be confused with the 1986 coin-op (which Elite converted to home computers), Space Harrier II is in fact a conversion of the Sega Megadrive game which was released when the machine was launched at the beginning of last year.

It's basically very similar to the coin-op original, with the player taking control of a jet-packing, laser-toting hero on a mission to liberate the Fantasy Zone from alien occupation.

There are twelve different areas to fly through, each one swarming with aliens which must be dodged or blasted. At the end of each zone is a big mother alien -

SPACE HARRIER II

BY GRANDSLAM

destroy it and you can move on to the next area. When all of them have been dispatched, the Fantasy Zone is free

▼ Teque's graphic artists have certainly produced some pretty sprites, of which these robots are a good example.



▲ Yikes! A triple-headed turtle greets you at the end of level one



UPDATE

Amiga, Amstrad and C64 versions should all be available by the time you read this. They're all looking very promising - but bear the above criticisms in mind if you're thinking of buying them.

SPECTRUM £9.99

Space Harrier II is a very well-programmed, good looking and playable game, but suffers the same problems as the ST version - it's just much too similar to the original game which you can now get for only £2.99.

OVERALL 77%

ST
£19.99

Although Space Harrier II is a very slick and faithful conversion of the Megadrive game, featuring colourful, fast and smooth 3D graphics and decent sounds, it doesn't really have anything new to offer. Okay, so you've got a new set of aliens to blast, but really it's just the same as the previous game. Still, if you can't get enough of Space Harrier, or missed out on the original, this is about the best version you're likely to see on the ST.

JULIAN RIGNALL

GRAPHICS 88%

SOUND 87%

VALUE 67%

PLAYABILITY 78%

OVERALL 78%

CEREBRAL SOFTWARE



CONFLICT

The Middle East Political Simulation

IBM PC • COMING SOON • Amiga • Atari ST

The Middle East always is an unstable and dangerous area at any time since the Crusades. The superpowers encourage their 'fighting cocks' and try out military technology in the best of conditions. It's the potential trade of Wind War III. CONFLICT puts you in a world where military and economic forces combine to simulate the multiple pressures that a national leader is under in a modern nation state. Your aim: to fix the collapse of all four neighbouring governments. A frightening and highly realistic wargame.



HUNTER KILLER

Amiga • Atari ST

Experience the reality of commanding an American WWII combat submarine in the South Pacific. Master the controls of your vessel, then embark on a series of missions, from 'search and destroy' sorties to detailed escort duties modelled on real WWII campaigns. With eleven different submarines, fourteen separate missions to attempt, at a range of difficulty levels as well as practise patrols that take place during the day or at night, HUNTER KILLER has a host of features that outclass any other submarine simulation.



GRIMBLOOD

Amiga • Atari ST

Place yourself deep within the walls of Castle Grimblood, here lurks a murderer, who is preying on those who live by and keep the rituals. You as the young Earl, Maximus, must uncover the terrible secret in order that he can unlock the chains of timeless obedience to the rulers of the castle and gain his freedom. If you fail you are certain to fall victim yourself to the staking assassins knife... A gothic whodunnit, written by Mike Singleton, featuring digitised sound and graphics and promising a different game every load!



"As I loaded, I felt drawn into different reality in an alternative world where I assumed the identity of another."

Virgin Mastertronic Ltd • 2-4 Vernon Yard • 119 Portobello Rd • London W11 2DX • 01-727 8070

Screenshots may be taken from a different version

CRAZY CONSOLE

It's finally happened - the Yanks have gone console crazy. John Cook reports back from the massive Las Vegas CES show, the American equivalent of our PC Show, where floppy discs seem like an endangered species...

MONEY, MONEY, MONEY...

In 1989, the American consumers spent an estimated £26 billion on televisions, videos, cameras, hi-fi, assorted electrical paraphernalia and, of course computers and computer games.

How much do they spend on computer games? On floppy based games, it's thought about £200 million - which sounds like quite a lot, doesn't it. But how much do you think they spent on Nintendo consoles, software and peripherals? Hold on to your hat, buddy boy - a cool £1.7 Billion pounds. That's right guy, 1.7 Billion smackers.

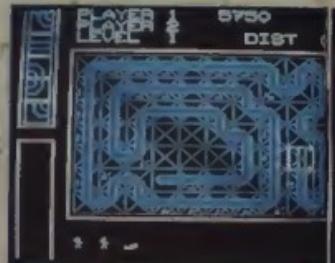
Other videogame products (the term now used for consoles) didn't do too badly, with about £400 million going over the counter.

Now surprisingly, this huge dominance of ROM cartridge-based products reflected itself in the massive amount of show floor space devoted to it. You could have easily got lost on the Nintendo stand, which consisted of over 40 separate booths for each of the publishers. Nintendo allows to sell Nintendo carts - as well as Nintendo's own vast bit in the middle!

N-N-N-NINTENDO

A whole bunch of new games were on show for the first time, with Nintendo promising around 40-50 new releases in the next six months. And with about 22 million Nintendo owners in the US to grab them up, don't expect too many of them to be left on the shelves. Two UK sourced products did stand out - the game Pipe Dream (called Pipe Mania in the UK and given a C+VG hit last month) programmed in the US but dreamed up by Bristol coders, Assembly One, and Solstice which was designed and programmed by Manchester based Software Creations.

Pipe Dream loses none of its addictiveness on Nintendo, while Solstice



▲ Remember Pipemania?

— Here's the Nintendo version! seems to be one of the first Nintendoland games to use a "Knight Lore" style of isometric 3D, with a dash of magic potion stuff thrown in for good measure,

As a pinball fan I was particularly impressed with the conversion of William's Pinbot - the first ever officially licensed pinball game! That's being released by Nintendo themselves and was displayed along with Final Fantasy, a RPG cart which has battery backed RAM in the cart, so you can save your game data after a playing session and start from where you left off next time.

▼ Nintendo Solstice - designed in the UK.



CES

ENGINE DELIGHTS

Still, when it comes to sheer gosh-wowness, the Nintendo comes a poor second to the PC Engine (known as the TurboGrafx-16 in the USA) and the Sega MegaDrive (alias the Genesis), both of which were in very strong evidence.

There were a whole pile of new games on display on the show floor - many looking very impressive indeed. Again, my favourite was a great pinball simulation called Alien Crush, but there were loads of other games - mostly shoot 'em ups. It was nice to see the odd sports sim though (like Power Golf - very neat) and a strategy game called Military Madness.

▼ Super Monaco GP - on the Megadrive (© Free-owl)



GAMES BEYOND BELIEF

NEC (the makers of the Engine) were particularly proud of the CD Drive that fits onto the console. There were a couple of finished games on show - Wonder Boy in Monster Lair with a funky sound-track for one - but most remarkable was the demo of It Came From The Desert from Cinemaware.

Cinemaware have taken live action video footage and stored it on the CD along with the game code and computer graphics of the original game. Now when you play the game and interrogate the inhabitants of Lizard's breath, you get a real actor up on the screen (superimposed over computer

graphics) conversing with you. Impressive or what? Cinemaware are also going to be converting all its TV Sports series to PC Engine too.

Most exciting of all, however, was the hand-held PC Engine that was showed to developers behind closed doors. This compact unit was fully operational, working with normal PC Engine carts, in full colour!



▲ Phantasy Star II - A Super RPG on the Megadrive.

SEGA MEGASTUFF

Sega put on a fine show and were telling everyone they meant real business by cutting the Master System to \$70 - the same price as the Nintendo for a machine with a better specification.

But it was the Genesis that they see as being a real Nintendo beater, and it was that machine that was given



HAND-HELD ENGINE

The screen was about three inches across (with a 400x270 resolution) and, boy, did it look good - with it doubling as a TV if you have an optional tuner plugged in.

Stunning wasn't the word and many of the audience were visibly gob-smacked. The bad news? No price announcement, no launch date and the battery life at present is only three hours. Obviously that is something that is going to have to be worked on before official launch - but the fact that there's another colour Hand-held coming (and one that already has a solid 'find' growing software base) must make Atari furious - and make its claim of selling a million Lynxes this year ever more unlikely.

▲ More than just a ghetto-blaster. Have you ever seen so many knobs and lights?

prominence.

Sega have a strong series of coin-op hits to draw on and they are now taking full advantage of their arcade back catalogue by converting games like Super Monaco Grand Prix, Golden Axe and Cyber Police.

Games like this really show off the superior power of the Genesis, showing that it's capable of out-performing even the PC Engine. They also have their share of class licences coming up, like Moonwalker (featuring our Michael) and Dick Tracy (soon to be a block-buster movie with Warren Beatty and Madonna). With over 350,000 units now sold in the USA, Sega are being very bullish about the prospects for the rest of the year.

CRAZY CES CONSOLE



▲ It's a telephone for those calls on the move. Frankly, we're not sold on the idea.

A ZILLION GAMEBOYS

Guess how many Gameboys were sold since last autumn? Two million, that's how many. Quite a few, eh? And was there some new software there for it? Only about three lorries full! Believe you me, the Gameboy is here to stay now and on display were a whole bunch of games, from Classic Invaders (oh yes!) to sophisticated American Football games. Grab one if you can!

▼ The Robot Factory - an android for every occasion!



▲ What's this? A training shoe on a wire?

SEEDY AMIGA

Taking about grabbing hardware - how about an Amiga with a CD-Rom drive? Well, if all the rumours are true, behind firmly closed-doors, Commodore were showing a version of the A500 with no keyboard, but a CD Drive. What's special about a CD Drive? Well, you can get about 600 MegaBytes of Data on a single CD. That's about 700 normal floppies. No more memory problems for developers, which means unlimited graphics, unlimited sound, unlimited program. Whether programmers take advantage of this hardware leap remains to be seen - and naturally Commodore is still officially keeping the machine firmly under wraps.

AND FINALLY...

The CES always throws up the odd silliness and this occasion was no exception! Las Vegas is daft enough as it is - the newest hotel, the Mirage, regularly sets light to a huge fountain in front of the place in order to attract the attention of the punters - but the daffiest thing on display at the show must have been the New Age walkman, which fills your ears with enlightening music and flashes soothing patterns into your brain. Crazy malarkey! If only it was Nintendo compatible....

▼ A promotional red blob.

Still, he seems happy enough.



ALL THESE SPECTACULAR IT'S
HITS IN A SPECIAL PACK! GOTTA BE



Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever—you'd be batty to miss it. CRASH SMASH.

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THE
CAPEO CRUSADER

What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

TAITO CORP 1988.



WOLF



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REVIEW

► AMIGA

SUPER CARS

BY
GREMLIN

▼ The Retron Parsec Turbo is the hottest car money - a lot of money - can buy.

Engine	1. 799cc V12	2. 879cc V12	3. 799cc V16
Options	4WD 8 Speed	4WD 8 Speed	4WD 7 Speed
Engine	Price £	MPH	RPM
1	19999	193	6800
2	11999	202	1550
3	20999	260+	8850
Dimensions:	Length 192in.	Width 78in.	Height 43in.



Super Cars offers you more revs than the Church of England, and has a much greater fun factor for racing aficionados. It's like a cross between Super Sprint and the PC Engine game, Moto Racer; customise your car (you actually get a choice of three), wait for the green light and you're off!

The action begins with eight races in Class One: finish all of those and it's onto Class Two. Each race places you last on the starting grid with an increasing number of cars ahead of you (at first, just four). The object is to overtake them within a set number of laps and cross the finish line first. Simple, eh?



▲ Tooling up in the garage.

▼ Aggressive driving or what?



Brief...

Parsec version 3 is rated the world's fastest race. Two advanced computers into operation at Hilary keep the car under control.

The maximum speed is

out of fuel, burn up the engine or ruin the bodywork in collisions.

Win a race and you gain cash to buy customised parts; ruin your car and it's toodle-oo to dreams of glory... for this season, anyway.

AMIGA
£19.99

There are too few Super Sprint style games on 16 bit: Super Cars offers an alternative. The graphics are a mite disappointing - the background scenery is imaginative but the cars lack detail and the scrolling is a little jerky; the sound, however, is better: apart from the standard revs and squeals, there's a punchy soundtrack during races. Special mention should be made of the presentation: the graphic sequences and repair/custom options in the garage add plenty of much-needed spice. The action is too easy in the first Class, but luckily there's a password system to help you skip stages you've conquered. In later Classes you encounter some very tough opponents who cut corners, drive mean cars and punish poor driving; but this difficulty is all the game relies on for long-term playability, and the gameplay isn't varied enough to be addictive for a solitary player. Worth a look, but don't expect fireworks.

GORDON HOUGHTON

GRAPHICS 70%

SOUND 77%

VALUE 82%

PLAYABILITY 80%

OVERALL 79%

UPDATE

Gremlin intends to release an ST version (£19.99) at the same time as the Amiga, but no plans are afoot for any other formats.

**When there is no room left in Hell...
...dead people come back to Earth**

The nightmare has just begun

For mysterious reasons, dead people semi-back to life to feed themselves on the flesh of human beings. The Earth is inhabited by millions of zombies, who are spreading terror, and by gangs of hooligans, who are ready to do anything to survive. Yet four people didn't lose hope and decided to run away to new horizons.

What a great game! UBI SOFT have taken a video nasty and an arcade/ adventure, and combined them, coming up with a real winner in the process. Moving your four characters around the building, trying to find a way out, all the time fighting off attacks from zombies, is very atmospheric. There are some good puzzles to work out and a hell of a lot has gone into the game. By all means, get hold of this game.

Everything is nice and detailed, with the background graphics looking particularly effective."

AMIGA ACTION

Amiga screenshots



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ST, AMIGA and PC

UBI SOFT

Entertainment Software

BLACK TIGER™





U.S. GOLD

ARTWORK BY ANDREW JONES © COPYRIGHT SOLARIS LTD.

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DYNAMITE DUX £24.95



DK? DO US A FAVOUR - PLUG ME INTO A SEGA



GHOSTBUSTERS £27.95



SEGA FROM *Virgin*

8
new!

games

**DO ME A FAVOUR
PLUG ME INTO A SEGA**

► AMIGA

REVIEW



▲ Pop the balloons in the secret pattern for a mega bonus.

SIDESHOW

BY ACTIONWARE/ELECTRONIC ZOO

Roll up! Roll up! Laydees Rannind gentlemen, put your hands in your pockets and buy yourselves a ticket for the Actionware Sideshow, an

▼ Oi! Shooting the monkeys isn't the way to ring the bell!

arcade simulation of a good of American funfair, but without any rides, coin-ops or suspect Gypsies in sight.

The fair consists of eight

different stalls entitled Balloon, Balls, Pot Pourri, Strength, Knives, Clock Shoppe, Haunted Hill and Dunk Tank. Each game is played along the lines of



everyone's favourite fair-ground pastime which isn't throwing pounds away in the arcade or throwing your lunch away on the rides, but shooting various objects with a gun. Using either the mouse or Actionware's own lightgun, you do exactly the same but, in this case, it's money, not points or prizes that you're playing for.

During the game your character begins to feel hungry, with the level of hunger represented by a "starvometer" bar. If the bar turns completely red the game ends, so regular trips to the (expensive) hot-dog stand are recommended.

UPDATE

There are no plans for other versions of Sideshow at present.

**AMIGA
£24.99**

Sideshow is a desperately average piece of software, and not even the inclusion of a light-gun option can lift it from the realms of mediocrity. The graphics are quite pleasing, although objects regularly defy the laws of gravity (for instance, the balls in the event of the same name hang around in the air for a while before dropping perfectly into the tubes from which they've been ejected), and sound is of above average quality. But there just isn't enough variety in the package - I'd have liked to see something other than a collection of ultimately rather tedious shooting games.

PAUL RAND

GRAPHICS	63%
SOUND	60%
VALUE	51%
PLAYABILITY	50%

OVERALL 50%

TOWER OF BABEL

Tower of Babel is an intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative lighting and shading techniques. Take control of robots, spiders and program them to solve problems, deactivate anti-interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time combat is available if you at any time for a competitive reaction to the game's development. If you're more adventurous among you, there is a multi-player option, allowing the construction of your own castle or tower, platforms and lifts. Atmospheric, Tower of Babel is more than just a game, more than just a puzzle... Tower of Babel is a whole new concept in strategy games.

AVAILABLE FOR ST & AMIGA

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos GL8 8LD. Tel: 0666 004326/004912



THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	CHASE HQ	OCEAN	●	●	●	●
2	1	BATMAN	OCEAN	●	●	●	●
3	-	GHOSTBUSTERS II	ACTIVISION	●	●	●	●
4	2	PAPERBOY	ENCORE	●	●	●	●
5	-	OP THUNDERBOLT	OCEAN	●	●	●	●
6	3	ROBOCOP	OCEAN	●	●	●	●
7	-	TURBO OUTRUN	US GOLD	●	●	●	●
8	10	UNTOUCHABLES	OCEAN	●	●	●	●
9	11	HARD DRIVIN'	DOMARK	●	●	●	●
10	-	DBLE DRAGON II	MELB HSE	●	●	●	●
11	-	100% DYNAMITE	OCEAN	●	●	●	●
12	4	POWER DRIFT	ACTIVISION	●	●	●	●
13	-	GHOULS/GHOSTS	US GOLD	●	●	●	●
14	6	GHOSTS/GOBLINS	ENCORE	●	●	●	●
15	8	CRAZY CARS	HIT SQUAD	●	●	●	●
16	15	CABAL	OCEAN	●	●	●	●
17	-	RENEGADE	HIT SQUAD	●	●	●	●
18	7	CONT CIRCUS	VIRGIN	●	●	●	●
19	-	MEGA MIX	OCEAN	●	●	●	●
20	5	STUNT CAR	MICROSTYLE	●	●	●	●



▲ Number one - Chase HQ...



▲ ...two - Batman...



▲ ...three - Ghostbusters II.

After Chase HQ has topped every possible chart this month (except the Amstrad one), it comes as no surprise to see it hit the top of the overall ranking, with nothing to "arrest" its progress! However, it

must be a sad day for the software industry when there are no original games in the top ten, and only two (Crazy Cars and Stunt Car Racer) in the whole top twenty! Why is it you punters only buy licensed stuff these days?

THE + VG CHARTS 59

THE C+VG CHARTS

AMIGA TOP 20

1	-	Chase HQ	Ocean	93%
2	-	Op Thunderbolt	Ocean	89%
3	1	Batman	Ocean	96%
4	-	Hard Drivin'	Domark	91%
5	-	Double Dragon II	Melb Hse	55%
6	7	Interphase	Imageworks	93%
7	-	Space Ace	E I	39%
8	-	Ghostbusters II	Activision	85%
9	-	Untouchables	Ocean	89%
10	3	Shadow of t' Beast	Psygnosis	78%
11	10	Robocop	Ocean	90%
12	13	Kick Off	Anco	84%
13	17	Kick Off Extra Time	Anco	85%
14	2	Stunt Car Racer	Microstyle	93%
15	5	Xenon II	Imageworks	96%
16	-	Turbo Out Run	US Gold	80%
17	11	Battle Squadron	Electro Zoo	78%
18	6	Beach Volley	Ocean	80%
19	4	Continental Circus	Virgin	79%
20	8	Power Drift	Activision	82%



* 641 Bassoon - King of the swingers.

Chase HQ! Aaaagh! It may be brilliant on all other formats, but as I'm sure you've all discovered, the C64 version isn't much "cop" (little joke there). Speaking of cops, Robo-cop troops ever onward - a whole year in the top ten and still going strong. Wotta cool!

BC'S TIP FOR THE TOP

PG'S TIP FOR THE MONTH

MYTH: System 3's rather fab arcade game has every right to be up at the top, and if there's any justice in this crazy old world of ours, it'll be fairly near by next month.



1. Space Age - an unlikely number 7

Corrrrrr Wot! Space Ace at number seven?
You Amiga owners must really have money
to burn! Not unlike Ocean, I suppose, who
are undoubtedly rolling about amongst hil-
locks of livers after getting their three
Christmas licenses into the chart at the top
three positions. Go-liee!

PG'S TIP FOR THE TOP

X-OUT: Rudy-damned good shoot 'em up from Rainbow Arts. Should be charting this time next month.

▼ Topping the lot - Chase HQ.



C64 TOP 20

1	Chase HQ	Ocean	34%
2	Batman	Ocean	90%
3	Turbo Outrun	US Gold	93%
4	Paperboy	Encore	68%
5	Ghostbusters II	Activision	70%
6	Robocop	Ocean	90%
7	Double Dragon II	Melb Hse	50%
8	The Untouchables	Ocean	86%
9	100% Dynamite	Ocean	85%
10	Ghosts & Goblins	Encore	90%
11	Ghouls & Ghosts	US Gold	85%
12	Power Drift	Activision	70%
13	Cobra	Hit Squad	59%
14	Cabal	Ocean	86%
15	Crazy Cars	Hit Squad	55%
16	MiG 29	Code Mstrs	49%
17	Stunt Car Racer	Microstyle	90%
18	Renegade	Hit Squad	80%
19	Father Xmas	Alternative	71%
20	Mega Mix	Ocean	80%

ATARI ST TOP 20

1	-	Chase HQ	Ocean	93%
2	12	Batman	Ocean	85%
3	-	Ghostbusters II	Activision	85%
4	1	Hard Drivin'	Domark	92%
5	-	The Untouchables	Ocean	90%
6	6	Interphase	Imageworks	92%
7	-	Robocop	Ocean	80%
8	-	Bomber	Activision	88%
9	15	Kick Off	Anco	84%
10	-	Double Dragon II	Melb Hse	70%
11	10	Beach Volley	Ocean	75%
12	5	Xenon II	Imageworks	96%
13	-	Turbo Outrun	US Gold	80%
14	-	Gazza's Soccer	Empire	44%
15	9	Extra Time	Anco	85%
16	3	Stunt Car Racer	Microstyle	93%
17	-	Ghouls & Ghosts	US Gold	90%
18	-	Op Thunderbolt	Ocean	92%
19	-	Onslaught	Hewson	70%
20	20	Power Drift	Activision	82%

▲ ST Ghostbusters II, in at 3.

Well, no surprises here. Flavour of the month, Chase HQ is followed by the best of the Christmas licences. Operation Thunderbolt enters the chart at humble number 18 but expect it to fight its way to the top by next month.

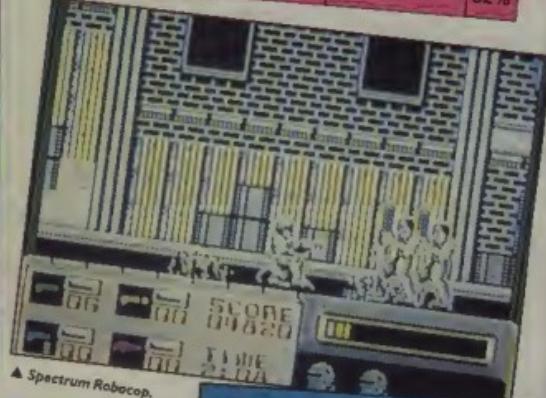
PG'S TIP FOR THE TOP

NINJA WARRIORS: Virgin's ripping arcade conversion hadn't hit the streets in time for this chart, but I can see it being snapped up like kebabs in a piranha pool when it finally does.

DISTANCE

SPEED

km/h



▲ Spectrum RoboCop.

SPECTRUM TOP 20

1	-	Chase HQ	Ocean	97%
2	1	Batman	Ocean	92%
3	-	Ghostbusters II	Activision	79%
4	-	Op Thunderbolt	Ocean	80%
5	2	Paperboy	Encore	89%
6	3	Robocop	Ocean	92%
7	-	Turbo Outrun	US Gold	80%
8	5	The Untouchables	Ocean	89%
9	-	100% Dynamite	Ocean	80%
10	4	Hard Drivin'	Domark	80%
11	11	Ghosts & Goblins	Encore	89%
12	-	Double Dragon II	Melb Hse	69%
13	9	Cabal	Ocean	55%
14	-	Renegade	Hit Squad	86%
15	10	Short Circuit	Hit Squad	60%
16	6	Crazy Cars	Hit Squad	53%
17	-	Fantasy W Dizzy	Code Mstrs	81%
18	-	Predator	Hit Squad	83%
19	-	Ghouls & Ghosts	US Gold	90%
20	-	Father Christmas	Alternative	70%



▲ Chase HQ on the Spectrum.

Chase HQ was definitely the most impressive Spectrum game of 1989 so it's no surprise to see it race straight to the top of the end-of-year chart. There's only one budget game in the Spectrum top ten for once, but we'll put that down to all the Christmas cash burning holes in your pockets.

PG'S TIP FOR THE TOP

MYTH: Original games always have a tough time against the licences, but after the Batman/Ghostbusters fever has died down, this is sure to work it's way up to the top.

AMSTRAD TOP 20

1	Ghostbusters II	Activision	80%
2	Batman	Ocean	87%
3	Chase HQ	Ocean	97%
4	Op Thunderbolt	Ocean	80%
5	Paperboy	Encore	85%
6	Robocop	Ocean	89%
7	Hard Drivin'	Domark	80%
8	Turbo Outrun	US Gold	84%
9	100% Dynamite	Ocean	80%
10	The Untouchables	Ocean	89%
11	Crazy Cars	Hit Squad	50%
12	Nigel Mansell's GP	Alternative	79%
13	Batman 3D	Hit Squad	90%
14	Power Drift	Activision	72%
15	The Flintstones	Bug Byte	59%
16	Ghosts & Goblins	Encore	88%
17	Twin Turbo V8	Code Mstrs	65%
18	Mega Mix	Ocean	82%
19	Pub Trivia	Code Mstrs	77%
20	Count Duckula	Alternative	79%

▼ Sega's California Games.



▲ R-Type - a Sega megablast.

COMING SOON! THE COMPUTER AND VIDEO GAMES
MEGADRIVE AND PC ENGINE CHART!

SEGA TOP 5

1	California Games	95%
2	Wonder Boy III	87%
3	R-Type	84%
4	Ghost Busters	85%
5	World Soccer	89%



▲ Tip for the Top - War Machine.

This is our very first Amstrad chart, so no "last month" positions yet. This is the only chart not topped by Ocean's Chase HQ conversion - a bit of a surprise as the Amstrad translation is definitely one of the best of the lot! Expect to see it at number one by next month.

PG'S TIP FOR THE TOP

WAR MACHINE: As the Christmas cash drains away, the chart is bound to fill up with budget titles again, and this is the best original Amstrad cheapo of late.



▲ Nintendo Robo Warrior.



▲ Mario II on NES.

NINTENDO TOP 5

1	Super Mario Brothers II	97%
2	The Legend of Zelda	94%
3	Rush 'n' Attack	80%
4	Robo Warrior	86%
5	Mike Tyson's Punch Out!!!	85%

NINTENDO CHART

At the moment there is no Gallup survey of console games, but this is Nintendo's own list of its five best sellers. The fact that Mario II and Zelda top the chart even though they cost forty quid apiece is testament to their quality.

SEGA MASTERSYSTEM CHART

Again, this is Sega's own top five sellers chart, topped, not surprisingly, by the fab California games. Is it too much to expect Psycho Fox up there by next month?

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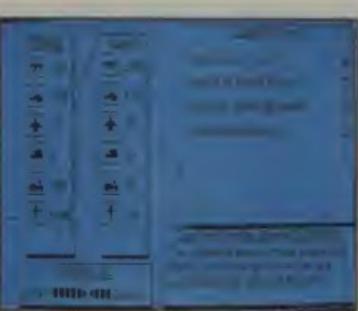
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SIDEWINDER

16-BLITZ

Cheap shoot 'em up fodder abounds with the release of yet another vertical scroller, in which you, stereotypical square-jawed hero that you are, bravely do battle against the might of the forces of De Ja Vu. Pick up those outrageously unoriginal weapons along the way, and at the end of each level, kill the - wait a mo; there ISN'T an end of level guardian to destroy! Crikey!

But seriously, Sidewinder II is exactly what you'd expect from the genre which is going through a dead horse-lugging stage of late. Yes it's cheap, but budget prices don't always have to mean unoriginal games, chaps!



▲ Things look bleak in the Middle East!

CONFLICT

16-BLITZ

Ever felt the urge to become premier of one of the troubled Middle Eastern states? Now you can, thanks to the overthrow of the Israeli Prime Minister and this charming new title from Mastertronic. With annual financial aid from the USA, and despite continual disapproval from the United Nations, keep control of your country by fair means or foul. As is the case in real life, your political career is hampered by inter-state bickering, wars and the daunting prospect of a nuclear arms race, in which you can participate by regular injections of government finances.

Conflict is an absolute snip of a war game at £4.99. It's what you'd expect from

this type of product - not much in the way of graphical frills (although the various map screens and icons are admirable, and colourful in EGA mode); it's the excitement of being in control of an unstable Middle Eastern country that gives the game its addictive qualities. I busted Egypt's tight grip over the continent once (with a little help from Libya) - you can bet I'll be going for the double!

PC**£4.99**

A cheap and very cheerful war game, and an inexpensive introduction to the world of hard-line strategy gaming

OVERALL 88%



SPACE HARRIER ENCORE

Enter the Fantasy Zone, be the doer of derring and generally get up to all sorts of jet packin' fun in the first of this month's two re-releases from Elite's budget

▼ Wire-frame graphics keep the CPC version fast.



label. The world of the Space Harrier is a first-person perspective 3D landscape, where weird and wonderful fauna and flora patrol the checkerboard pastures - and they've gone berserk. So power up your jet pack, load your photon cannon and defeat the beasties before they take over the Fantasy Zone.

What made this game a

hit in the arcades was the hydraulic chair and, as it's notable by its absence in these conversions, the game doesn't have the same appeal. Especially when you consider the fact that all gameplay consists of is shooting assortments of baddies.

SPEC**£1.99**

Monochrome graphics, although detailed, tend to blend into each other making it difficult to follow the action. Apart from that, Space Harrier offers enjoyable play in the short-term.

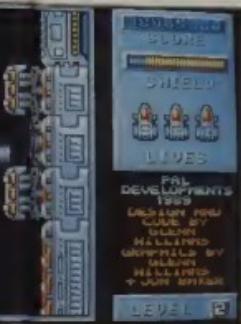
OVERALL 68%

DEII

▼ Three mega-nasties to blast!

**AMIGA £4.99**

A shoot 'em up which, although playable, has absolutely nothing new to offer and gets tedious very quickly.

OVERALL 57%**AMS £1.99**

Similar criticisms to the Spectrum game, although there's a lot more colour to brighten up the screen.

OVERALL 70%**C64 £1.99**

The worst of the conversions, sporting poorly defined sprites and tedious gameplay. There are much better games available than this.

OVERALL 46%

JOE BLADE III

PLAYERS PREMIER

Joe's out on patrol again, aiming to put an end to the devilish goings-on of his arch enemy, Crax Bloodfinger. Cheeky Crax has kidnapped six top politicians and is holding them to ransom in his secret fortress. Worse still, the hideaway is packed with primed explosive devices and, of course, he's brought in loads of mercenaries to guard against any would-be rescuers. Such trials won't put Joe off though, and he storms in.

Joe Blade III is strikingly similar to the first Joe Blade game, almost to the point of being a straight copy. However, that didn't put me off playing the game for quite a while, and having a lot of fun in the process. The bomb disposal sub-games get the



▼ Joe Blade on another Spectrum outing.

that's almost the same as the prequel, then buy Joe Blade III - it's not bad at all, really.

AMS £2.99

Little difference between this and the Spectrum game, apart from the cosmetics. A fun shoot n' search game that's been seen and done before.

OVERALL 74%**SPEC £2.99**

May be too similar to the original for many people's tastes, but as enjoyable as the first Blade game in the long run. Don't bother if déjà vu worries you, though.

OVERALL 74%

BUGGY BOY ENCORE

Three! Two! One! Yer off! The second Encore release this month is the conversion of the classic Tatsumi off-road racing game. Jump into a dune buggy and tackle any of the five available tracks, each one split into a number of stages, the object being to complete the course within the limited time given.

Buggy Boy is still one of the best drivers available on computer, certainly a lot better than the Out Runs of this world, and now it's a damn sight less expensive too. The Spectrum version is a bit of let-down, but even this is a bundle of fun and, at the price, there's no reason for anyone not to buy this classic.

**C64 £1.99**

Arguably the best of its kind; some may even say it's more playable than the coin-op. Loads-a colour and tons of addictiveness - and it's outrageously cheap, too!

OVERALL 96%**SPEC £1.99**

It's a bit slow and jerky, but the buggy sprite is huge and colourful and there's more than enough of a challenge to outweigh the game's bad points.

OVERALL 72%

MANHUNTER

BY ACTIVISION

Sierra's Manhunter series is quite different from any other Sierra adventures. The storylines are bizarre, the mode of play is bizarre, and Manhunter San Francisco, the second in the series, is no less bizarre than its fore-runner.

The alien Orbs that terrorised New York have now spread to San Francisco. Humans must wear hooded robes, and may not speak to one another on pain of death. Certain individuals, equipped with a tracking device from the Orbs, have been selected as Manhunters, people who track down those who have acted illegally according to the Orbs' laws.

After fleeing New York in an alien ship, you crash land in San Francisco. Stealing a dead Manhunter's tracker, you set off on his original trail. The tracker follows the subject to a bank, a warehouse, a ferry building, and finally to a fountain, where the trail goes cold. Dead end, it seems. But there's other people involved, and these, too, must be tracked...

Playing the game involves no text input at all. Everything is controlled by cursor keys, joystick, or mouse and options accessed from pull-down menus. In the midst of all this are embedded a number of quite tricky arcade sequences, which add to the unusual nature of the game.

▼ Uh oh... This looks like trouble.



▲ The future of San Francisco - urban squalor at its dismallest.



Press <ENTER> to put the ID Card in your Pouch.

▲ This card should get you in anywhere.



UPDATE

Manhunter San Francisco is also out on the PC and Amiga and is, to all intents and purposes, identical on all formats. So the same criticisms should apply - check 'em out if you liked the original.

ST
£19.99

Whilst adventure players are not usually averse to a spot of arcading from time to time, I doubt that they like the two formats mixed - and that's the trouble with Manhunter II. Progress through the story is too often brought to a grinding halt, frustrating the main objective of what is primarily an adventure game. If you enjoyed Manhunter I, or you enjoy an adventure that's a bit arcade whilst not being an arcade adventure, you should enjoy Manhunter San Francisco. Personally, I prefer the more orthodox Sierra adventures.

KEITH CAMPBELL

GRAPHICS 61%

SOUND 49%

VALUE 60%

PLAYABILITY 64%

OVERALL 61%



CHOMP! ELECTRONIC ZOO/COSMI

Chomp! must surely rate as the world's first simulation of life as a goldfish - mind you, I suppose it had to happen sooner or later; I expected it to be released by Code Masters, though.

Anyway, as the aquatic fauna in question, eat all of your food to make you grow big and strong, then jump from your goldfish bowl to the paradise of the tropical fish

tank, battling with your piscine adversaries to become king of the aquarium. Watch out for larger fish who'll eat you, and the power-draining seaweed. And if you see the cat's paw in your vicinity, steer well clear! In fact, steer clear if you see Chomp! in the shops - it's a truly awful game. For a start, it looks as though it's running on a Spectrum (complete with colour clash!) as opposed to a 64. The gameplay is as exciting as the real thing (ie not very) but the biggest shock is the price: £14.99 would be a joke

C64
£14.99

An appalling piece of software which is only worth buying if you've got more money than sense and mum won't let you keep fish.

OVERALL 22%

If Electronic Zoo weren't being serious.

WILD STREETS TITUS

No wonder there's very little violence on the streets of France - the vigilantes walk around with black panthers by their side! The cat in this game helps you, the hero by pouncing on any opponents you find too tough to handle as you patrol the push-scrolling levels in this horizontal beat 'em up. Kicking, punching and shooting the gang members reduces their energy, but each time you miss with an attack, your own power goes down. Make sure you have enough strength to attack the big boss at the end, and collect

the ammo for your six-shooter as you go.

Wild Streets is a playable, if quite simple, game along the lines of Vigilante. The ad-

dition of the feline assistant adds originality, and is also useful help you stay alive when surrounded by yobbos. Not an essential purchase, but enjoyable nonetheless.

AMSTRAD
£9.99

Great graphics, some originality and a fairly challenging mission make Wild Streets one of the better Amstrad games on the market.

OVERALL 71%

ST
£24.99

Sprites are a bit stiff looking, but the game plays well enough. An appealing beat 'em to fans of this type of game.

OVERALL 67%

▼ Panther-packed pugilism in the ST version.



Welcome to Update, a new column in which we'll be rating new releases which have already been reviewed on other formats. We'll also be reviewing any games which would otherwise not be covered due to lack of space. This month Paul Rand does the honours.

BLUE ANGELS ACCOLADE

The Yanks always have to try and go that bit better, don't they? We have the absolutely fabbo Red Arrows, so what do they do? Form the Blue Angels Formation Flying Team, that's what. Ah well. You are one of the pilots of the squadron, and the object is, quite simply, to stay in formation. You have a choice of positions within the formation; as well as a selection of manœuvres. If your skills aren't exactly honed, don't worry; there are a host of practice options, too.

▼ Choose your position in the formation.



C64	£14.99
<i>Blue Angels is a nice idea let down by a lack of things to do. Recommended only to pilots who crave an easy life</i>	
OVERALL	58%

Unfortunately, the simulation is a very shallow one. The ground is devoid of objects, so there's no impression of movement. And apart from flying your craft through an Aliens-style vector tunnel, there's not a great deal left to do. pity really.

CHASE HQ OCEAN

ALREADY REVIEWED:
ST 93% ISH 98
AMIGA 93% ISH 98
SPECTRUM 92% ISH 98

We all know the storyline - jump into a Porsche and drive along a 3D freeway, dodging the innocent drivers and smash into the criminal's vehicle until he pulls over and gives himself up. But what about the conversions? Well, while the Amstrad game is of the "Lord lumme, I didn't know the old girl had it in her" variety, containing all the speed of the Spectrum version and with masses of colour besides. The poor old C64, however,



▲ C64 version in hot (?) pursuit. can hardly manage a crawl, never mind a high-speed chase - the Porsche toilles along as if it were a clapped out Skoda against a backdrop and side objects that can only belong to that mythical world of Jerkyland. All the other conversions are quite rightly at the top of the charts, but the C64? Leave it out guv

C64	£9.99
<i>What works on one format doesn't always do so on another, and it shows in the 64 conversion. Poor is a polite term to describe the incredible sluggish pace of the gameplay.</i>	
OVERALL	36%

AMSTRAD	£9.99
<i>A truly magnificent conversion of the top coin-op, which deservedly earns its current chart position.</i>	
OVERALL	97%

GAZZA'S SUPER SOCCER EMPIRE

Paul Gascoine is out of football at the moment with a broken wrist, but that doesn't stop Empire bringing out the licensed computer game. As coach, build your perfect team with the players available, then take them out on the pitch for a bit of the old Saturday afternoon kickabout. Most of the time, play is horizontally scrolling, but entering the penalty area switches the match to a semi-3D view of the goal.

Gazza's Super Soccer is the latest in a long line of soccer games made to look silly by Kick Off on 16 bit and



Emlyn Hughes International Soccer on 8 bit. The players are too small and don't run around realistically at all, the scrolling is jerky and the general playing area is far too small. If you want a decent soccer sim, disregard Gazza's and choose one of the aforementioned ones instead.

AMSTRAD	£9.99
<i>A tacky soccer game which would be knocked out of the Cup in the first round (probably by a rubbish team like Newport).</i>	
OVERALL	54%

AMIGA	£24.99
<i>Amiga owners already have the best soccer sim available - why on earth would they want one that isn't even half as good?</i>	
OVERALL	52%



SPECTRUM	£9.99
<i>A poor version of our noble game which fails to meet the standard of the licensee.</i>	
OVERALL	56%

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REVIEW

►C64



CRAKDOWN

BY US GOLD



Dr K (no relation to the inventor of Special K breakfast cereal) wants to take over the world. To do so, he's designed a new breed of robot, the Replicant, which, to the untrained eye, is indistinguishable from a normal human being. Enter Ben and Andy, two ace coppers from the special Crackdown police



REVIEW



**C64
£29.99**

While *Crackdown* sneaks of *Gauntlet*, with its birds-eye view graphics and simultaneous two-player option, the players are not held up by each other as was the case in the aforementioned classic, because each character occupies his own half of the screen and moves independently. This results in the players being able to cover more ground and also help each other out by offering covering fire! While the graphics aren't spectacular, they are very atmospheric with their drab colours and shadows; and keep in mind the blood, sweat and tears which programmers Arc have put into *Crackdown* by, among other things, achieving the impossible and successfully transferring the coin-op's split screen to the 64. A fine start to US Gold's new decade and a treat for gamers everywhere.

PAUL RAND

GRAPHICS	77%
SOUND	82%
VALUE	89%
PLAYABILITY	93%
OVERALL	91%

WN

unit. Fortunately, they've just watched the movie *Bladerunner*, so they know exactly what a Replicant is and, in no time at all, they hit the streets and begin the hunt for K and his cronies.

The Replicants have infested several areas of the city, the populace have been evacuated, and Ben and

Andy can get to work. The only way to close down the operation is to destroy the Replicant hot-beds, and what better way than to use good old-fashioned dynamite? Prime sites have been chosen for each explosives drop (marked by crosses on the playing area) where the two boys in blue must put their Semtex, while at the same time shooting or avoiding the rampaging Replicants (extra ammo can be picked up if supplies run low) and dealing with hazards like chasms, water and conveyor belts which carry the unmis-

pecting rozzers to their doom. Depending on the size of the area, the amount of explosives needed to destroy the site varies, and to add to their troubles, the explosives have set time limits, if they're not all dropped within the time given, it's goodbye to Ben and Andy.

UPDATE

We've seen pre-production copies of the ST and Amiga versions, and they both look identical to the coin-op and both rate as must-buys. The Spectrum and Amstrad versions are also looking great - check them out when they're released at the end of the month.



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I know I'll be completely bonkers not to join the Mean Machines Megoclub, so I've enclosed a cheque/postal order made payable to **COMPUTER AND VIDEO GAMES** for £14.95!

NOTE: A year's membership for overseas EEC readers costs £18.00 (payment **MUST** be cash sterling). The rest of the world costs £20.00 (again, payment **MUST** be cash sterling).

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I understand that I'll receive the Complete Guide to Consoles Vol II and all my other Megoclub goodies when they're ready at the end of March.

C+VG

ARCADE ACTION

Aliens



▼ Everything is normal in the laboratory. But not for long.

Based on the brilliant film, Konami's Aliens is one of the goriest coin-ops since Splatterhouse.

Playing the last surviving member of a team of space commandos, you must battle through an alien-infested colony, destroying anything that gets in your way. And there's plenty getting in your way, with a massive variety of revolting, slimy aliens popping up from all angles.

Fortunately there are extra weapons to collect to help you blast the vile creatures back whence they came. If you get far enough you can strap yourself into a giant robot Exo-Skeleton Loader and take on the mother alien herself!

I loved this game - it's fast, tough and requires fast thinking and even faster reactions to survive. And the graphics are simply brilliant, with some truly disgusting aliens to splatter! Play it!!

JULIAN RIGNALL

GRAPHICS	90%
SOUND	87%
VALUE	87%
PLAYABILITY	92%
OVERALL	91%

ALIENS

Abandoned space settlement
on LV426

scenario :
Special Marine Task Force
has just
The nightmare is about
to begin ...

objective :
Hunt down and destroy the

BADLANDS



FREE PLAY



FREE PLAY



FREE PLAY



▲ An addictive cross between Road Blasters and Super Sprint.

Fans of Super Sprint type games will be pleased to hear that Atari have just released a new version of the classic race game.

Set in the future, Badlands is a one or two-player game in which drivers take the wheel of Mad Max-style cars armed with guns and missiles and drive them around post-apocalyptic tracks filled with hazards such as broken bridges, rubble from blown up buildings and wreckage of other vehicles.

The gameplay's basically the same as Super Sprint, with the idea to be first past the finish post after four laps. But there's

a new slant in the fact that you can blow your opponents off the road with your car-mounted cannons!

Badlands is an enjoyable and challenging racing game, but as usual it's even more fun when there are two players racing.

JULIAN RIGNALL

GRAPHICS	82%
SOUND	77%
VALUE	79%
PLAYABILITY	84%
OVERALL 82%	

BADLANDS CHAMPIONS

PLACE	LAP TIME	BEST LAP	BONUS
FIRST PLACE	16.2 SEC	14.4 SEC	600
SECOND PLACE	19.2 SEC	19.7 SEC	300
THIRD PLACE	19.8 SEC	13.1 SEC	290
BEST LAP EVER		5.0 SEC.	290

▲ The winners' parade. Those are some mean autos!



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ACTION



▲ No jokes about "big choppers" pieeeeease!

ASTYNAX-



▲ This scorpion's tail is its only weak point. Best cut it down to size, eh?

◀ Looks like those mantids are going to have an "axe"ident! (snirk!)

GRAPHICS	81%
SOUND	80%
VALUE	80%
PLAYABILITY	81%
OVERALL	80%

C+VG
ARCADE
ACTION!



KLAX

The latest arcade puzzle game to hit the arcades is Atari's Klax, a strange-looking but unbelievably addictive one or two-player tile-matching game!

Different coloured tiles advance towards you on a conveyor belt - all you've got to do is scoop them up with a mechanical shovel and flip them into a five-tile-wide, five-tile-deep bin at the bottom of the screen. If you drop the same three colours either on top of each other, side by side, or in a diagonal line, they dis-

appear and points are awarded - more complicated lines of colour such as four in a line, or v-shape patterns give hefty bonus points.

Sound pretty dull on paper - but once you start playing, it's very difficult to stop. There are many subtle intricacies, and some great twists in the gameplay on later levels. If you're a puzzle game fan, grab a bag of coins and hunt this utterly brilliant coin-op down!

JULIAN RIGNALL

Domark grabbed the licence to Klax months ago, when the game was still on the drawing board, and have been secretly working away on computer conversions ever since. This is one of the first times a software house and coin-op developer have worked hand-in-hand so that the arcade machine and the computer conversions can be released at the same time! Check out the previews section for more details.



▲ Wave eleven begins. Fifteen Klaxs to go, and only two bricks the belt. It doesn't take long for things to hot up, though!



▲ Doubling the fun, Player two has just scored 50 points for that column of gold bricks.

◀ The typical Atari level selection is useful.



GRAPHICS	77%
SOUND	83%
VALUE	88%
PLAYABILITY	95%
OVERALL	93%

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► ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table. One of a couple of scores questioned by The Panel this month is a claim of 937,790,000 on Robotron, sent in by Chris Ford of Lancing. You'd have to play the game for more than six days solid to achieve this - or perhaps there's a cheat? Another, 94,171,190 on Ghouls 'n' Ghosts, sounds dodgy - how on Earth did you get that, Duncan George of Twyford? Another cheat? Perhaps both of you would like to write in and explain how you got these scores? If not, prepare to face the wrath of The Panel...

1942
12,160,830 Graham Shaw,
London

AFTERBURNER

24,555,000 John Bristow, Erith, Kent

ALIEN SYNDROME

843,010 Colin McWhirter, Ballymena,
N Ireland

ARKANOID

1,478,760 Stewart Bell, Macclesfield, Cheshire

ASSAULT

33,000 Martin Deem, Portsmouth

ATOMIC ROBOKID

14,101,430 Simon Brown, London

BATTLE RANGERS

199,990 Wilson Lau, King's Lynn, Norfolk

BASTERDOS

2,532,740 EOG, Portsmouth

BOMBJACK

45,672,800 Gary Harrod, Poole

CABAL

4,228,000 John Bristow, Erith, Kent

CAGE

475,000 Alex Ware, Sheffield

CHASE HQ

17,285,000 John Bristow, Erith, Kent

CHELDON

3,400,000 Martin Deem, Portsmouth

CRIMEFIGHTERS

225, Jerome Allen, London

CYBERBALL

72-0 Nick McKay (NIK) Broomhill Glasgow

DABBS

4,293,620 Keith Bradley, Blackburn, Lancs

DEMON WORLD

1,501,500 Martin Deem, Portsmouth

DOUBLE DRAGON

999,000 Colin McWhirter, Ballymena, N Ireland

DOUBLE DRAGON II

885,000 John Bristow, Erith, Kent

DRAGON BREED

99,450, Jamie Morse, Weston-Super-Mare

DRAGON SPIRIT

994,375 Jamie Morse (JIM), Weston-Super-Mare

DYNAMITE DUKE

1,478,760 Gary Harrod, Poole

DYNASTY WARS

1,010,700 Peter Amor, Clevedon, Avon

FIREBLW

1,364,220 Peter Amor, Clevedon, Avon

FINAL ROUND

11,945,600 Tim Walker, Brighton

FLYING SHARK

2,949,600 Gary Harrod, Poole

FORGOTTEN WORLDS
8,627,800 Gary Harrod (JGH), Port-

GALAGA 88

1,678,070 Chris Ford (CAF), Lancing, W Sussex

GALAXY FORCE

2,253,070 Tony Schrati, Reading, Berks

GANG WARS

150,500 Haf Nawaz, Birmingham

GEMINI WINGS

1,108,640 Martin Deem, Portsmouth

HOSTS N' GORLINS

1,700,700 Martin Deem, Limerick, N Ireland

GHOU'S N' GHOSTS

79,850 Jamie Morse, Weston-Super-Mare

GOLDEN AXE

265,000 Gary Harrod, Poole

HANG ON

1,000,000 Martin Deem (MD), Portsmouth

HAUNTED CASTLE

368,220 Gavin Davis, Swansea

HELLFIRE

327,000 Julian Rignall (JAZ), South-

HOT CHASE

270,540 Alex Ware (AKW), Shend-

IKARI WARRIORS

1,000,000 Martin Deem, Shaw, Loughborough, Essex

KING OF BOXER

487,000 Michael Pearson (MP), Staines, Cleveland

LEGENDS HERO TONMA

1,000,000 Tim Walker, Lancing

MARBLE MADNESS

208,340 Martin Deem, Portsmouth

MAIN EVENT

5,486,800 Tim Walker, Brighton

MIDNIGHT RESISTANCE

1,000,000 Alex Ware, Shefield

NARC

3,380,050 Robin Levy (RJL), Exeter

NEMESIS

1,376,400 Mario Kynacou, Canterbury, Kent

OVERLAND STORY

3,530,000 Martin Deem, Portsmouth

NINJA WARRIOR

238,100 TCD, Ballymena, Antrim

OPERATION THUNDERBOLT

386,390 R.G.P. Porter (ROB), Lancas-

OPERATION WOLF

1,081,100 Neil Kelly, Isleworth, Middlesex

ORVANA

1,000,000 Alex Ware, Shefield

OUTRUN

55,324,110 Peter Amor, Clevedon, Avon

OUTRUN TURBO

1,000,000 Anthony Shilton (BUZ), Tiptree, Essex

PAC-MAN

5,536,910 Martin Deem, Portsmouth

PANG

21,400 Jim Woodcock, Shefield

P-47

1,675,890 Chris Ford, Lancing, W Sussex

POW

233,720 Colin McWhirter, Ballymena, N Ireland

POWER DRIFT

5,625 Morris Wilson (BMW), London

PREHISTORIC ISLE

1,606,600 Gary Harrod (JGH), Poole

QUARTET

9,576,750 James Washburn, Essex

RAMBO SAGA

1,081,000 Colin McWhirter, Ballymena, N Ireland

RASTAN II

984,950 Jamie Morse (JIM), Weston-Super-Mare

RAYMAN AND AMOS

435,500 Michael Pearson (MP), Staines, Cleveland

REBOLBLASTERS

1,560,000 Stu Merton, Mowbray, W Sussex

ROBOCOP

4,531,400 Tim Walker, Brighton

ROCK N RAGE

9,999,990 J Stavens, Cranfield, Beds

ROBOT DRAGON

940,370 Colin McWhirter, Ballymena, N Ireland

SCI

3,410,740 Adam Tew, Brentwood, Essex

SECRET AGENT

975,300 Adam Davidson, Manchester

SHADOW WARRIORS

230,900 Gary Harrod, Poole, Dorset

SHAD-O-LIN'S ROAD

3,045,000 Firoz Rawal, Manchester

SIDE ARMS

1,000,000 Graham Shaw, Loughborough, Essex

SILKWORM

3,904,100 Mitch J Slater (SUN), Croydon

SKY ADVENTURES

1,000,000 Peter Amor, Poole

SKY SOLDIERS

2,379,760 Gary Harrod (JGH), Plymouth

ST

1,000,000 Neil Kelly, Isleworth, Middlesex

STR

1,000,000 Tim Walker, Brighton

T-JANE

1,000,000 Tim Walker, Brighton

SPLATTERHOUSE

394,500 Jamie Morse, Weston-Super-Mare

SUPER HANG-ON

12,856,900 Gavin Davis, Swansea

SUPER-MARE

533,860 Jamie Morse, Weston-Super-Mare

STUN RUNNER

94,710 Nurulam Mozumder, Croydon

SUPER CONTRA

12,856,900 Gavin Davis, Swansea

SUPER HANG-ON

12,856,900 Martin Deem, Portsmouth

SUPERMAN

2,010,700 Gary Harrod, Poole, Dorset

TEENAGE MUTANT NINJA TURTLES

341 Jason Bincal, S Woodham Ferrers

TERRA FORCE

80,000 Shaun Osborne (SFO), Ashton

TETRIS

186,320 Jeff Purnell (JEF), Croydon

TIGER ROAD

1,000,000 Firoz Rawal, Manchester

THUNDERCROSS

30,432,020 Scott Redshaw (RED), Sheffield, Yorks

TOOBIN

1,047,754 Alex Ware, Sheffield

TRUTON

2,005,260 Mitch J Slater (SUN), Croydon

TWIN COBRA

2,221,600 Martin Deem, Portsmouth

UNLUCKY

1,333,610 Gary Harrod, Poole

VINDICATORS

1,467,400 Hwoi Li Lam (DRY), Leicester

VIOLENCE FIGHT

20,560,000 Jamie Morse (JIM), Weston-Super-Mare

VULCAN VENTURE

945,650 Colin McWhirter, Ballymena, N Ireland

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1,425,975 Paul Stokes (PJ), Aberdare

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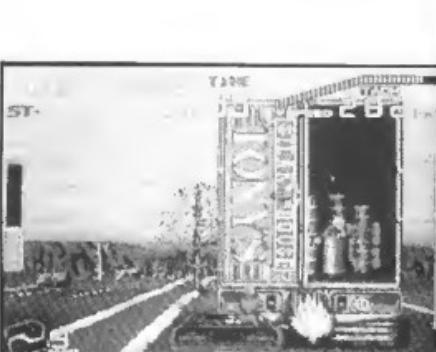
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WULLOW

1,478,000 Gary Harrod, Poole

WINNING RUN

2,09,00 Julian Rignall, Southend-on-Sea





THE
COOR
DIN





TO BE CONTINUED...

ADVENTURE

It's adventure time again, as Keith Campbell once more looks at the wild 'n' wacky world of games that don't require joysticks.

Adventure games are rather like books - a good one will continue to be enjoyed for as long as there is a computer on which it can run. Please for help with golden oldies are not uncommon in the Helpline, but a letter from Robert Sanders of Bishop Auckland, engulfs me in a wave of nostalgia!

"It has been a while since I wrote to you asking for help with *Acheton*..." he wrote. It seems Robert has been seeking the Satin Turban for the past three years or so. "Can you PLEASE help somehow as I only need to find this treasure to complete the game." I can't, but surely there must be someone out there with a BBC micro not yet consigned to the garden shed, who can put Robert out of his misery?

Robert's next problem from the adventure museum: "Can anyone help me to get the Special Vehicle and Authority Card in *The Pen and the Dark*?" If anyone can it has to be me, Robert, as you will see

months back when he was at C+VG on "work experience", says: "The reason is probably because there isn't one!" He goes on to explain that there are TWO Madonnas. The if you look at the credits on the packaging! To check out the answer, look in the A-Z Clues section.

We're still walking down memory lane, and Robert would also like to hear from anyone who has finished Valley of the Pharaohs and remembers how to take the obelisk and how to reach the Strange Round Room. And finally, Robert asks if anyone knows how many moves it takes to collect all the treasures in Scott Adams' classic *Strange Odyssey*, and dock with the mother ship, which he can't find.

In January, Sharon Nixon could not find a hole in the orb in Mortville Manor. Steven Sargent, who supplied the clues for this game a few first, in the chapel, has nothing to do with completing the game. The important Madon-

na is in a secret passage in the cellar.

Paul Hardy cannot get the keys in *Myth*. He has managed to get Charon and Death to play cards, and hung the shields on the wall. He keeps glancing into the shields, but still he cannot win the game. Is it just poor luck, or does Paul need to brush up on his Blackjack?

In another world, Paul's valuables have been stolen by an invisible knight. Is there a way of getting past him? The world is Camelot and the game is *Arthur*.

Anybody heard of an adventure called *The Krista/Marcus Map of Sydney*? wants to know how to get into the palace.

Someone's trying hard to get into Rose Cottage, the garage, and the Manor, in Personal Nightmare. He's the Lonesome Fugitive, from Kenilworth, who could also do with a loan to send off a roll of film he wants to get developed. "What's more irritating?" he asks, "the problems or the never ending swapping of disks?"

Don't just sit there and get irritated! If you have a problem, complaint, or a few clues, write to me at Adventure Helpline, C+VG, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. A stamped addressed envelope helps to speed a personal reply back to you!

ROLE CALL

What does the Sorceror staff do? Why does a greater demon attack the party? Why are the old men called Freds? What spells do the higher level summonings cast? What do you type in for the Magic Mouth in *Mangar Level 3*, to exit? That's what Neil Drage of Rushden wants to know, and the game he wants to know it about is Bard's Tale I.

But help is at hand for three other lost Bard's Tale explorers Craig Sutherland, Jon Hooper, and David Beuke-



lear. And anyone else, for that matter, trying to get into, out of, or find a silver triangle in Kylarren's Tower. The amazing Jim Laver has come to the rescue! His answers will be found in the clues section.

And now it's Jim's turn to seek help, but this time the game is Ultima V. According to Sintek, says Jim, the Shadwolards must be thrown into the three eternal flames. "But how can you do this if you haven't a body or anything to put into it?" he asks.

ADVENTURES ON THE SPECTRUM

Written and Published by Mike Gerrard.

Price: £4.95 + 5p postage and packing (UK) £4.94 + £1.05 postage and packing (elsewhere). From: Mike Gerrard, PO Box 7, Ramsey, Huntingdon, Cambridgeshire PE17 2UZ

JURE

For the Spectrum adventure fan, this book is a must. Mike is a well-respected and much loved adventure columnist, who as well as writing a regular monthly column in another magazine, has in the past written in numerous different computer monthlies, as well as occasional articles in the Times and Guardian. That on top of several other books on adventure, plus a couple of games.

Written in Mike's easy going and lightly humorous style, Adventures on the Spectrum is a 126 page paperback book that gives a brief introduction on the art for the complete newcomer. It follows on with the history of adventure gaming, the low-down on writing and publishing your own adventure games, and a guide to the clubs and fanzines currently available.

However, the bulk of the book consists of solutions to over forty Spectrum adventures, ranging from recent mega-games like Corruption, to golden oldies like Sorcerer of Claymorgue Castle, Hobbit, and Circus. The format of the solutions varies from game to game, depending upon the most effective form for each particular game.

Mike produced the whole thing himself, reducing his printer output from A4 to A5

size, sending the whole lot off to the printers, and keeping his fingers crossed he had got the margin size correct! He had, and the result is a handy 128-page reference book for hardened adventurers, and the sort of companion with which anyone taking up adventuring for the first time could be confident that they wouldn't end up stranded half way through a game.

INTER-ACTION

Bi-monthly dossiers are back with Inter-Action, a fanzine for Adventurers and RPGers. Nothing whatsoever to do with the late and unlamented ACL, Inter-Action is written by a team of four: The Harlequin, Nik Wild, Rob Steel, and Aunt Marg.

The former three are past writers for Newsfield magazines, whilst Aunt Marg, it seems, has been taken on as a supplier of biscuits and tea to the team.

Inter-Action is usual fanzine (half A4) size, and 44 (the press release says "at least 50") fairly stiff pages thick, with a better print quality than most. It offers adventure and RPG reviews of both commercial and home grown games, plus hints, solutions, and general chit chat. Access to a telephone helpline is also offered.

Since interaction is what the editorial team are seeking, it is difficult to assess the future "feel" of the dossier from just the first issue, dated Nov/Dec. Suffice to say that the atmosphere is not so clubby as that of Adventure Probe, nor the content as varied and up to the minute as Confidential, but then it is early days yet.

To receive 6 bi-monthly dossiers you have to join up, by sending £15 in advance to Inter-Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB.



CLUES

A

CURRENT PROBLEMS

With thanks for the help to: Steven Sargent, Salford; The Lonesome Fugitive, Kenilworth; Paul Hardy, Sheffield; and Jim Laver, London Colney.

BARD'S TALE I: The Review Board is in a house in Trumper Street. You can't get in through the gates in front of Kylearan's Tower - teleport there from the top of Harkyn's Castle. To get out, there is one door in the three rooms that are identical that leads to a small hallway. From here, you are teleported to the wizard Kylearan, who will give you the onyx key to Mangar's Tower. Find a mouth that says: "Name the endless way." A door will then appear in another part of the maze, through which will be found the silver triangle.

BARD'S TALE III: In Kinesia workshop, turn the right key 18 times and the left key 15 times.

LEGEND OF THE SWORD: Kill the turtle with the bow and arrow.

LEISURE SUIT LARRY: Tie rope to your waist and the balcony outside the hooker's, and use the hammer to smash the window to get the pills. Give the pills to the girl on the 8th floor, and then press the button on her desk.

MORTVILLE MANOR: To get into Julia's room search under the pillowcase in Leo's room for the keys. Leo's room is on the landing, on the same side as your own. Locate it by finding Leo in it at some time (try at night).

PERSONAL NIGHTMARE: Use the sledgehammer from the shed on the iffy looking bit of wall, a few times. Look through your books in your room in the Vicarage. Get a pair of trousers out of the

washing machine in the pub kitchen, at night. Be very quick about it.

SAVAGE ISLAND (1): Keep the bear at bay by evaporating tidepool water on the hot ledge, and giving the resultant salt to the bear.

THE PEN AND THE DARK: Visit the Pen and discover what you can about temperature and gravity. Then visit Courtney's office for authorisation card.

THE PAWN

Almost all you need to complete this classic first adventure from Magnetic Scrolls.

ADVENTURER: Beat him to the blue key, or kill him before he gets there.

ALCHEMISTS: Give them rice. Give them your lead. Read their tomes by casting a spell on them.

BALLOT BOX: Vote for Gringo.

BLUE KEY: Look under the pedestal. Opens two doors but can only be used once.

BOULDER AND ROCKS:

Tie the rake to the hoe with your shirt, and lever the boulder with them. Climb over the rocks.

CHEST: Get it by speaking to Kronos (see KRONOS). Use it to kill the Adventurer (see ADVENTURER)

COIN: Search thoroughly the

settee in the tree house.

DEVIL: Ask him about life in hell and then carry out the task he sets you.

DRAGON: He's very short sighted. Point to the shadows and then shine the white at them to get past him.

GATES OF HELL: Keep knocking until they open. Tip the porter with his favourite tipple before proceeding.

GURU: Cover your wristband with your shirt to stop him laughing. Take his rice. Go up the mountain and fill the bowl with snow. Return and give the water to him.

HONEST JOHN: Buy a couple of items you might find useful in Hell. (You need the coin.)

JERRY LEE LEWIS: He's hot and thirsty.

KRONOS: Say hello when you meet him and ask him about the wristband. Kill him with the potion given to you by the devil. Take his soul before he dies, using the appropriate spray.

LAVA WALL:

LEAD: Found at the bottom of the tree house (see LIFT). Use the trowel to excavate.

LIFE: Slide the door to open it.

LIGHT: After carrying out the guru's task, look in the swamp in the forest. Mix all that you find in the pouch.

NOTE: Take it from Kronos and show it to the guards at the palace.

PAPER WALL: Cut it with something sharp. Tie the rope to the hook in the cupboard and climb down it through the paper wall.

PEDESTAL: Push it to reveal what's underneath.

SAFE: Open it with the blue key.

SNOWMAN: Throw the white at him to get past.

TREE HOUSE: Close the door behind you, and push the floorboards to enter the house proper.



Z

MEAN MACHINES

GOLDEN AXE

One of the newest arcade beat 'em ups is Golden Axe, a game in which you get to guide one of three characters, Barbarian, Amazon or Dwarf, through hostile territory on the way to wrest the Golden Axe of the title from the clutches of an evil demon. In this Sega conversion, you can only play the Barbarian, but everything else from the coin-op has

been included in this hack 'n' slash lighting game.

The mission starts on the road to Turtle Village. Enemy creatures attack almost immediately and attempt to wear down the hero's energy bar. He can defend himself by slashing with his sword, shoulder charging or even picking them up and hurling them around the screen—but



▲ The barbarian calls down Thunder power to do over two hammer-wielding giants.



▲ A screenshot from the game showing a map between levels.



C+VG
HIT!

2

they need to be hit many times before they die.

Travel further and dinosaur riders enter the fray - knock off the rider and you get the chance to leap on the back of the dino and really do some damage to the enemy! Later in the game there are also flame-spewing and fireball splitting dinosaurs upon which you can wreak havoc!

At the end of the level are two Rock Trolls - beat them and you go onto the next, tougher level. As you progress towards the evil

demon's castle, you battle giant knights, skeletons and barbarian women - and at the end of the last level you finally get the chance to confront the massive axe-wielding demon himself. It's an all-out battle and there can be only one survivor.

UPDATE

The Megadrive version of *Golden Axe* is on its way over from Japan as we speak. Expect a full review next month.

OUR SWORN ENEMY
BEADDER IS IN
THIS RUSTLE.
WE'LL TAKE A
SHOOTOUT, THROUGH
THE TURTLE
WILDEGE.

▼ The bo bo
Earthquake

EARTH
1 2 3 4 5 6

FIRE
1 2 3 4 5 6 7 8

THUNDER
1 2 3 4



SEGA
£24.95

When a game contains stuff like slashing the kneecaps off giants, throwing orcs around the screen, smacking little pixies around the bounces and riding a whippy-tailed dinosaur into battle against demonic hordes you know it's going to be a whole load of fun. And *Golden Axe* is just that. It's by far the best fighting game I've played on the Sega, combining large, superbly drawn and animated sprites and demanding gameplay. The action starts out easy, but later levels are very tough indeed, requiring sharp reflexes and ferocious fighting skills as you fend off attacks from all angles! But because the action is highly enjoyable, you just keep coming back for more - it accounted for many hours of sleep! If you like the arcade game, or just enjoy a good slash 'em up, put this right at the top of your shopping list.

JULIAN RIGNALL

GRAPHICS 91%

SOUND 90%

VALUE 87%

PLAYABILITY 90%

OVERALL 89%

MEAN MACHINES

BY SEGA

Super Hang-On is a motorcycle tournament played across the four continents of Africa, Asia, America and Europe. Each continent represents a different level of difficulty, getting harder respectively.

On each one there's a trackful of console-controlled

bikes in race format and your object is to reach the finishing line within the allotted time. Each course is split into stages, and you simply have to complete the stage within the time limit to go on to the next - any time left over is added to the next stage's limit. To assist in your pursuit

SUPER HANG-ON

TOP 4000000 **TIM**

COURSE EUROPE
STAGE 1

50



SELECT YOUR CLASS

PRO STAGES

EXPERT 10 STAGES

INTERMEDIATE 6 STAGES

PUSH START BUTTON

▲ Choose your racetrack, but be warned - expert MEANS expert!

of the chequered flag, there's a turbo button attached to the bike which can boost your speed when necessary.

As well as the main game, a freebie game is also included on the cartridge, in the form of a one-on-one race between you and a console biker. Beginning with a rub-

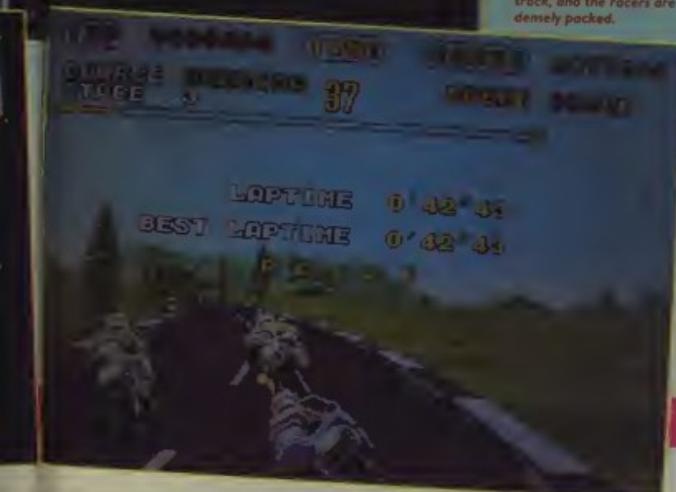
Your bike may be in top condition, but it's going to cost money to turn it into a decent racing machine.

RICARDO MONTOYA

TOP CONDITION!

FRAME	IRON CRADLE	MUFFLER
\$ 1200		\$ 300
ENGINE	OHC NORMAL	REGULAR
\$ 600		\$ 100
BRAKE	DRUM	TIRE
\$ 400		\$ 300
	\$ 000	

HANG-ON



◀ Eighteen stages of Euro-pean course lie between you and the finish line. Level up!

C+VG HIT!

bish bike, money is won each time you beat the opponent, with which you can purchase extra equipment such as wheels, frame, engine and so on. There's a password system which lets you make the contest an ongoing affair - a very neat idea.

▼ Into a bend on the senior track, and the racers are densely packed.

MEGADRIVE £31.90

The Megadrive hasn't seen a driving game of any sort since its release, and when it finally surfaces it just happens to be one of the best ever seen on any home machine, console or otherwise. Graphically, Super Hang-On is nothing short of astonishing - the motorcycle sprites are as big as their coin-op counterparts, I kid you not. That's not all, either. As far as I can see (and I've been playing it for a while) there's very little, if in fact any, loss of speed between the console and arcade versions. The striped road effect, which I've complained so much about over the months, actually works, and to cap it all, the music and effects are as faithful to the original as one could hope for. Super Hang-On is an amazing game; it's as playable as its arcade daddy and it even has a free game which prolongs its life span even more! If Sega can do this with Super Hang-On, it bodes very well for their forthcoming conversion of Super Monaco GP!

PAUL RAND

GRAPHICS 97%

SOUND 96%

VALUE 93%

PLAYABILITY 95%

OVERALL 96%

► NINTENDO

MEAN MACHINES



▲ The computer player prepares to shoot, "and the crowd goes wild!"

This is the first basketball game to be released on the Nintendo Entertainment System. Here's one for the first time. A conversion of Konami's Basket Master down-up, one or two players compete against the machine or each other respectively across the four American cities of New York, Boston, Chicago and Los Angeles. Each match is played through four quarters, using normal basketball rules to slam-dunk the opposition out of the league and push your team a notch closer toward the championships.

As well as three skill levels, there is also the option to vary the length of each tournament between 20, 40, 60 and 120 minutes. A chatty referee blurted out the odd phrase every now and again, and there's even a spot of light entertainment at half-time, when those lusty, all-American cheerleaders come on and do what all-American cheerleaders do best - look bimboesque and wave fluffy balls around.

BY KONAMI

DOUBLE DRIBBLE

▼ "A rather good conversion" says Randy.



NINTENDO
£29.99

Double Dribble is a really rather good conversion of the coin-op, with a lot of sensible front-end options allowing you to alter the gameplay to suit your ability. Once you've got past the jolly screen showing spectators pouring into the stadium, the real task of beating the opposition begins, and what fun it is, too. Player sprites are smashing, much more lifelike than the squat, cartoonish figures seen on a lot of similar games recently, and the ball travels most favourably. Unfortunately, there isn't a shadow underneath the ball, and to begin with, placing your man correctly is a hit-and-miss affair, but with practice it isn't too difficult. Sound is a bit of a letdown; the speech is fine as are the, albeit short, tunes, but effects are practically non-existent. Two-player mode is recommended to get the most out of Double Dribble, but if you have no brothers, sisters or friends, one-player or tournament mode will still provide hours of fun.

PAUL RAND

GRAPHICS	76%
SOUND	59%
VALUE	86%
PLAYABILITY	87%
OVERALL	82%



ROBO WARRIOR

BY ANDREW



Crap! Another alien invasion? Not if the Robo Warrior has anything to do with it, matey. He's been specially built to stave off just this sort of event - and no sooner has he been completed than those devilish invaders march in and start terrorising all and sundry.

The aliens have been very cunning in choosing their bases sites - each one is situated at the middle of a militarily

hostile zone, which has 8000 missiles here to cover it from every angle. There's not a single weak link in the system. Using this supply of alien weapons, the robobots will try to defend the passages. Robo Warrior, fighting again time, if his energy runs out and he has no backup batteries then both he and the future of the planet are, well, up the creek. Luckily extra batteries can be uncovered along the way, as well as bits of equipment including candles, missiles, superombs, waterproof waders to let Robo wade through water.



▲ Blowing up trees can reveal hidden stairways...



NINTENDO
£29.99

Hmm... Difference of opinion between me and the rest of the folks on this one. I don't like it; the rest of them do. It certainly looks very jolly, even though there's little variation from level to level. And it's very difficult too: perhaps that's why I couldn't get worked up and come out in a hot flush about Robo Warrior - what some people would call a challenge I would term a frustratingly hard game. The 'challenge' overcame me at a very early stage, and I quickly found myself getting rather bored with blowing up maze walls and ending up being destroyed by my own bombs. Perhaps the best advice I can give is have a go of Robo Warrior before you dig deep into your wallet - it may grab you by the necessities and not let go: then again, it might squeeze just a bit too tightly.

PAUL RAND

GRAPHICS 74%

SOUND 65%

VALUE 57%

PLAYABILITY 51%

OVERALL 56%

►PC ENGINE

MEAN MACHINES SHINOBI

BY AKISO

Panic! Terrorists have captured the children of the world's leaders and due to an administrative error, the nation's security forces have ALL been given the weekend off! In desperation, the powers that be call on The Shinobi, master of mystical and martial arts, Ninja and part-time cabaret singer to

rescue the kids, and turn those terrorists to sushi.

On his hunt for the trussed-up young uns, Mr. Shinobi patrols each sideways-scrolling, split-level stage, dodging gunmen (and their bullets), wall-crawling "Spidermen", other Ninjas and huge Oriental swords thrown by huge Orientals, picking up any

▼ Go in low and you should be able to Shuriken the fat guy before he throws his blade.



▲ Enemy Ninjas feel the power of Shinobi's magic!

trussed-up kids he finds along the way. Shin has an unlimited supply of shunken stars, seen off particularly troublesome bad guys; and he gets one magic mantra per level to bring down various smart-bomb-style cataclysms on his assailants.



PC ENGINE
£31.90

After finding Megadrive Super Shinobi to be a drastically revised version of the coin-op, I expected the Engine's "Ordinary" Shinobi to be a pixel-perfect copy. I was surprised to find that the conversion bore a couple of differences which might disappoint fans of the original, the inexplicable lack of the 3D "Shuriken the Ninjas" end-of-level bonus game being one. However, the gameplay doesn't really miss them, so players new to the game should find it an enjoyable and challenging test of reactions. Strangely enough, though, I think that in spite of its cast of Ninja types, beat 'em up fans might be a tad disappointed with Shinobi because the dependence on shurikens for killing the enemy makes the game play more like a Rolling Thunder-style shoot 'em up than a chopsocky fighting game.

PAUL GLANCEY

GRAPHICS	80%
SOUND	78%
VALUE	79%
PLAYABILITY	81%
OVERALL	81%

TATSUJIN

BY SEGA

It's about time we have some level-based shoot 'em-ups again. Tatsujin is the latest addition to the genre, and it's a welcome return to the space shooter roots. It's a fast-paced, action-packed game that's sure to keep you entertained for hours.

▼ The turrets are this tank's weakness. Destroy them with a couple of smart bombs.

hand-to-hand combat against the enemy each round. There are several stages. Each stage has a variety of missions, including laser beams, flying bolts and piston blasters. As well as weapons, speed-up items and smart bombs are available. You can earn three to five lives depending on how many enemies you can kill. You can also pick up power-ups and ground-based smart pods. You start with three lives and a continue option available if you lose them all.



▲ KABOOOM! Another smart bomb detonated!

34290
EASY
ROUND (1)
STAGE (1)

EASY ROUND (1) STAGE (1)

MEGADRIVE
£31.90

And here's us thinking that Gunhed was the bell-and-end-all in console blasters! Tatsujin is an amazing shoot 'em up combining the now-familiar aspects of this type of game and adding mega-smooth scrolling, ultra-fat graphics and well-hard music and sound effects to make a package which at least matches the quality of the PC Engine title. Using the smart bombs is a visual treat, as an enormous picture of a skull fills the screen, wiping enemy craft from the cosmos, but the sheer number of baddies hassling you at any one time (ie, loads) ensures that you haven't enough time to sit in awe for too long. Not much else to be said really, except that if you're on the lookout for a top-class shooter, Tatsujin's the one for you, me old chums.

PAUL RAND

GRAPHICS	93%
SOUND	93%
VALUE	92%
PLAYABILITY	91%
OVERALL	94%



ROUND (1)
STAGE (1)
▼ The lightning laser homes in on the nearest enemy.



MEAN MACHINES

SCRAMBLE SPIRITS

BY SEGA

Scramble! Scramble! Bandits at two o'clock! Scramble Spirits is a one or simultaneous two player, vertical scrolling shooter in which the players become daring WWII fighter pilots doing their bit for King and country across six levels of 21st century terror!

▼ An airship splits to reveal three nasty bombers.

Blowing away the enemy fighters scores points, while destroying helicopters gives you a friendly mini-plane which either assists in battle or becomes a kamikaze smart-bomb, flying toward any opposing planes and exploding across the screen. Massive craft guard the end

of each stage and these must be trashed (sometimes one bit at a time) before the next level can be tackled. There are bonus stages in rounds one, three and five which reward the player with extra points for disposing of various attack craft.

A Fancy taking on the heavy armour? No tanks...



Just when you think Sega have done away with the Master System's horrible, flickery scrolling, back they go to the bad old days with Scramble Spirits, a coin-op conversion which generally fails to impress. The sprite flicker is absolutely atrocious, making it very difficult to keep tabs on either your plane or the craft attacking it. Graphics themselves aren't very good either, come to think of it, although some of the end-of-level ships are fairly well-drawn. Had presentation been a lot better than it currently is, perhaps I could have enjoyed Scramble Spirits. In its present state, however, no thanks.

PAUL RAND

GRAPHICS	57%
SOUND	59%
VALUE	48%
PLAYABILITY	44%

OVERALL 49%

►PC ENGINE

MEAN MACHINES

PC KID

BY HUSSON

Set in prehistoric times, this Wonderboy-style scrolling platform game has the hero, a slap-head baddy called PC Kid, running and jumping his way through many levels, head butting an unbelievably weird load of beasts who run, hop and fly around him.

Each collision with a beastie diminishes energy, but there are loads of fruits to collect to top your total, and there are also kebabs! Eat one of those and you can kill an enemy with one head butt. Eat a second and you become invincible for a short period of time!

There are a variety of le-

vels, starting off in the Prehistoric countryside. Get to the end of that and it's across a volcanic landscape, followed by a hazardous climb over the back of a massive dinosaur - get to his head and he opens his mouth, allowing PC Kid to continue his mission through the monster's stomach! Weird, eh?



▲ Bean the brontosaurus down his throat

▼ Do his head in and you've beaten level three!



C+VG
HIT!

vels, starting off in the Prehistoric countryside. Get to the end of that and it's across a volcanic landscape, followed by a hazardous climb over the back of a massive dinosaur - get to his head and he opens his mouth, allowing PC Kid to continue his mission through the monster's stomach! Weird, eh? And that's only the beginning...

PC ENGINE
£29.90

Don't despair when I tell you that PC Kid is another Wonderboy derivative, as it's by far the best you'll ever see - miles better than the original, in fact! The graphics are truly superb - some of the baddies in the game are the most weird and wonderful I've ever seen, with bouncing dinosaurs, smiling dragonflies and huge monsters with centre partings! Music and sound effects are fab, with loads of suitably prehistoric jingles adding to the atmosphere. But what's most important is gameplay - and it's brilliant. Lots of levels (I've found five massive ones up to now) and heaps of angry baddies on each level keep you on your toes from the start, and of course there's the nasty end-of-level big boys to contend with. Engine owners - miss PC Kid at your peril!

PAUL RAND

GRAPHICS	89%
SOUND	91%
VALUE	92%
PLAYABILITY	94%
OVERALL	93%



CLOUD
KING-
DOMS
LOGOTRON

EDUTRON
Cloud Kingdoms

Cloud Kingdoms, so we're informed by the press release, stars the first injection-moulded, eight-way rolling, rubber bottomed software hero - and who are we to argue? No-one, that's who. Thirty-two cloud kingdoms are yours for the pillaging, as you, the aforementioned bouncy-bummed character, rush

KLAX

DOMARK

DORMARK
Corky oh-lorky! Is this really the coin-op that everyone raved about when it was launched at the ATEI arcade show in mid-January? Well, yes it is, actually. Over the last few months Domark have secretly been programming home conversions of Klax alongside the development of the fabulous Tetris-like arcade game, with the result that the home versions are practically finished already! Compare the screenshots here.

around collecting diamonds and fruit while dodging various pitfalls like ice, trapdoors and acid pools! Go-err, sounds a bit hard, but you can pick up bonus items such as wings, clocks and fizzy pop! Lo-gotron is touting Cloud Kingdoms as a Super Mario beater in terms of addictiveness, which sounds a bit ambitious if you ask us. Let's wait and see...

**RELEASE: ST AMIGA
PC C64, MARCH
PRICE: ST AMIGA
£24.99, PC £29.99, C64
£9.99**

with those in the arcade review and you'll see just how close the ST translation is. We've seen demos of the Spectrum game, too, and that's equally superb.

looks equally superb.
RELEASE: AMIGA ST,
SPECTRUM, C64, AM-
STRAD, PC APRIL
10TH
PRICE: AMIGA ST,
£19.99, SPECTRUM
C64 AMSTRAD £9.99,
PC £24.99



**CASTLE
MASTER**
**DOMARK/IN-
CENTIVE**

The latest Freebase effort is a semi-interactive two-hour talk and interactive, all-night session through a going live this weekend. The evening trip, a

KID
GLOVES
LOGOTRON



EMPEROR OF ROME ELECTRONIC ARTS

The designer of Cinemaware's Defender of the Crown, Kellyn Beeck, has knocked together this Caesar simulation which puts you at the head of the Roman Empire, no less! Quash uprisings in the Senate, Conquer the Visigoths, get off with Cleopatra, come, see, conquer, and all without leaving your armchair!

Amongst all the planning and battle tactics



there are several arcade sequences to keep you occupied, such as gladiator beat 'em ups, chariot racing drive 'em ups and ship sailing ram 'em ups. We've played the demo and it all seems like ripping fun, so

watch out for the game (and the review) soon, you PC owners! C64 and Amiga versions are planned, but no dates yet.

**RELEASE: PC APRIL
PRICE: PC £24.99**

are putting on a par with Rick Dangerous for playability. Magic spells, extra weapons, etc, etc are all there, so watch out for Kid and his gloves in a computer shop near you, soon.

**RELEASE: ST AMIGA,
MARCH
PRICE: ST AMIGA
£24.99**



37 KNIGHTS OF THE CRYSTALION US GOLD

After working on various Cinemaware releases (Rocket Ranger being one), Bob Williams turned his hand to this unusual Amiga RPG.

Billed as a "culture simulator", Knights is set in a community living in the skeleton of a dead sea monster. Your task is to become one of the leaders of the community, a Knight of the Crystalion, by skillfully running your family finances, exercising your telepathic powers in a magic card game, mastering a board game, then finding a Crystalion egg and hatching it.

The Amiga game features ray-traced, HAM-mode graphics and amazing computer-generated soundtracks which sound very Peter Gabriel-esque. We'll be having a closer look at Knights of Crystalion next month, so Amiga owners, watch this space...

**RELEASE: AMIGA
APRIL
PRICE: £29.99**



027610 30030 80

PREVIEW

DEFENDERS OF THE EARTH ENIGMA VARIATIONS

Here's another license from the people who brought you Gilbert - Escape From Drill, and it's a conversion of the top cartoon, shown on BBC1's Going Live each Saturday morning. Led by Flash Gordon, the Defenders - Mandrake the Magician, Lothar (the world's most powerful man) and The Phantom, who can summon the strength of ten tigers, join forces to do battle



with Flash's arch enemy Ming The Merciless and his army of Ice Robots and put an end to the Mongolian's latest megalomaniac scheme. The Defenders, together with their mascot Zuffy, get down to some real arcade biff 'n' blast antics which, judging by the

screenshot shown here, look as though they could make the game something a bit spesh.

RELEASE: ST AMIGA C64 SPECTRUM AMSTRAD, MARCH
PRICE: ST AMIGA £19.95, C64 SPECTRUM AMSTRAD £9.95

XIPHOS ELECTRONIC ZOO

Two games in one from the people who released the rather poopy Chomp! Five different universe levels (that's what it says here, anyway) are yours for the decimating as you take to the ether to seek out and destroy the Xiphos' newest defence

system, Xiphos, which is disrupting the space time continuum and causing all sorts of havoc for the locals. Xiphos merges the two game styles of shoot 'em up and simulation into a game which, at the very least, can't be as bad as Electronic Zoo's goldfish simulator (ha ha).

RELEASE: ST AMIGA JUNE, PC JULY
PRICE: ST AMIGA PC, £24.95



104

SKIDZ

GREMLIN

While all you two-wheeler fashion freaks are stocking up on all things to do with mountain bikes (Randy's little brother included), poor old Gremlin are releasing a game about BMX's - remember those old boneshakers, eh? Seven levels of inner-city mayhem including a construction site, a canal



SKI OR DIE!

ELECTRONIC ARTS

The latest Metal Masher addition to the series, Ski or Die, sees you taking part in various events including slalom, giant slalom, snowball fight, snow tubing, Take Off, and more. A 4-player, off-the-trash Snow-

ski East and Downhill Blitz is organised by hoolie silver-tongued devils Rodney and Lester, who have sold up and moved to colder climates. Up to five skiers can compete, and with even more times than in the previous parts of the game, it's a riot.

RELEASE: PC MARCH, CP4 SUMMER
PRICE: PC £29.99, CP4 £19.99, DMDTBA

E-MOTION

US GOLD

Don't be fooled by the title - there's no science or sentimentality in this game. The E stands for Einstein, because E-Motion is set in the mysterious and dangerous world of the subnuclear particle. One or two players have to use their tiny subspaceships to bump like-coloured particles together so that they annihilate each other. When two different particles collide, they each split in two, making clearing the level even more difficult. To make things even more difficult, later levels feature particles and ships connected by elastic threads, and obstacles to manoeuvre around. The Assembly Line (the team which pro-

grammed Impulse and Pipemania) have produced the very pretty versions of this odd but addictive little game and the 8-bit versions are by The Code

Monkey's Robotics' mod. morth
RELEASE PC ST
AMIGA C64 SPEL
TRUM AMSTRAD
APR L
PRICE £TBA



and the dreaded Chinatown district are to be replicated so that the BMXer can become the 'hustle and smartest in town'. Catch the robes to earn cash and lots of def gear for your bike, then hit the streets and show those nippy mountain bikers something REALLY hot!

RELEASE: ST AMIGA,

MARCH

PRICE: ST AMIGA,

199

WAR-HEAD

ACTIVISION

Like many computer gamers, Glyn Williams was a big fan of Elite, but thought the game would

have been a lot more fun without all that trading palaver. So, he designed and programmed his own game, Warhead, a simulation solely of space combat. The action is set between the stars of the Milky Way, which is plagued by all

sorts of pirates and alien craft, and it's up to you to go out there and make the galaxy safe for life-kind. Special missions, weapons upgrades, trips through hyperspace (or 'Quad-space' as Warhead's equivalent is called), it's

all there, and Glyn has tried to keep everything as scientifically plausible as possible. Watch out for it under the new Motion Picture House label.

RELEASE: ST AMIGA,
MARCH
PRICE: £TBA



NEXT MONTH

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THE

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MARCH 16.

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RAINBOW ISLANDS



AMIGA ACTION
A GREAT PLATINUM GAME AND
BRILLIANTLY PROGRAMMED... WELL
WORTH ANYBODY'S TIME AND MONEY!
"CUTE" GAMES NEARLY
ALWAYS SEEM TO OFFER THE BEST
VALUABLE FOR MONEY THESE DAYS -
RAINBOW ISLANDS IS NO EXCEPTION.
THE GRAPHICS ARE BRILLIANTLY
COLORFUL AND EXTREMELY ORIGINAL.
AN EXCELLENT GAME AND ONE
THAT OFFERS A GOOD DEAL OF
LONG-TERM ENJOYMENT.
"THE GRAPHICS WITHIN RAINBOW
ISLANDS ARE VISUALLY IDENTICAL
TO THE ARCADE & VERY
NICELY DEFINED."

**TAITO'S
ISLAND HOP COIN-OP...
MONSTER HIT**

ocean

MASTERS OF THE ARCADE CHALLENGE!

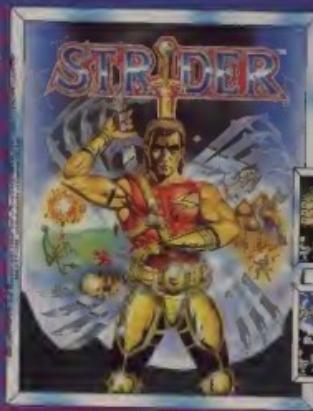
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DRAGONS OF HELL

- YOU ARE THE

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